

Pavis Quest

Contents

Pavis Quest	4
Sources	4
Basic Concepts	5
Dice	5
Dice in the Rules	5
Hero Points	5
Experience Points	5
Keywords	5
Runes	5
Skills	7
Movement	9
Learning	9
Traits	10
Relationships	11
Generating a Character	11
Special Characteristics	11
Gender Keyword	12
Basic Skills	12
Unusual Characteristics	12
Cultural Keyword	18
Background Keyword Non-Standard	28
Bonuses from Background Keyword.....	29
Runes	31
Cults	33
Pantheon Worship/Lay Members.....	45
Common Religion	45
Spirit Tradition	45
Spirit Society	45
Spirit Ally.....	45
Shaman	45
Initiate.....	45
Life Stage Cults.....	46
Illumination.....	46
Devotees	46
Sorcery School	47

Independent Sorcerer.....	47
Lunar Sorcerer	47
Starting Magic.....	47
Job Until Now	48
Starting Equipment.....	50
Wealth	50
Character Concept	50
Game System.....	50
Modifiers	50
Rolls	51
Bonus and Penalties	51
Tests.....	51
Trying Again in Tests	51
Tasks	51
Fumble Saves	52
Fumbles	52
Encumbrance	53
Combat System.....	54
Time and Space.....	54
Size.....	54
Ambush.....	55
Initiative.....	56
Turns and Actions	56
Sequence Within a Turn	56
Spotting, Detecting and Concealment.....	56
Light Levels	56
Fog or Smoke	57
Concealing Terrain	57
Cover.....	57
Magic	57
Targeting Senses	57
Non-Targeting Senses	58
Weapons and Attacks.....	58
Armour.....	61
Materials for Weapons and Armour.....	61
Facing, Threat and Engaged.....	62
Move Action	62
Attack Action with a Weapon or Unarmed.....	62

Disarm Attack	63
Attack Action with Magic.....	64
Evade	64
Status Markers or Records	64
Attack Results	65
Wound Tables.....	68
Follow Up Attack.....	69
Stop Thrust	70
Opportunity Attack.....	70
NPCs fighting NPCs	70
Recovery Action	71
Morale Checks	71
Leadership Action	72
Tactics Action.....	72
Falling.....	73
Fire and Light	73
Magic	74
Magic Abilities	74
Companions.....	76
Functions of Magic.....	76
Source of Magic	113
Lunar Cycle.....	115
Common Magic, Charms, Glamours and Spells for Runes.....	116
Rune Magic by Cult	131
Glamours and Lunar Sorcery by Cult	198
Charms and Spirits of Spirit Traditions and Societies	208
Grimoires of Sorcery Schools.....	228
Heroic Return.....	230
Poison	230
Healing.....	231
Training and Practise	231
Prices and Wages.....	231

D. McLaughlin 2015 and 2017.

Pavis Quest 2.0

www.halberdgames.com

Pavis Quest

Pavis Quest is an unofficial and non-profit making modification of the rules for the HeroQuest Glorantha game. You must own HeroQuest Glorantha to use this modification. It is designed for playing mid power levels games set in Pavis, the Big Rubble and Prax. Unlike standard HeroQuest Glorantha it has a system for resolving fights using tactical combat.

Glorantha Heroes is an unofficial and non-profit making modification of the rules for the HeroQuest game. You must own HeroQuest to use this modification.

Please see <http://www.glorantha.com/> for details.

Some of the fonts used in this publication come from the Glorantha Core Runes which is copyright © 2016 Moon Design Publications, and are used with permission.

Sources

Here are some sources about the game:

HeroQuest Glorantha. 2015. J. Richards, R. D. Laws, N. Robinson, D. Scott. Moon Design LLC. – see <http://www.glorantha.com/product-category/rule-systems/>

Pavis Gateway to Adventure. 2012. G. Stafford, J. Richards. Moon Design LLC. – see <http://www.glorantha.com/product-category/role-playing-games/>

Pavis & the Big Rubble. 1982, 1983, 1999. S. Perrin, G. Stafford. Moon Design Publications, Issaries, Chaosium. – see <http://www.glorantha.com/product-category/glorantha-classics/>

River of Cradles. 1992. G. Stafford, S. Perrin, K. Rolston etc. Avalon Hill.

Tales of the Reaching Moon. Especially Issues 14 and 15. David Hall Ed.

Brown Book of Zzabur. E. Jones. <http://zzabursbrownbook.blogspot.co.uk/>

Cults Compendium. 2002. G. Stafford, S. Perrin, S. Petersen etc. Moon Design LLC.

Basic Concepts

Dice

How effective each ability a character has is measured in Dice (D). The Dice are D1, D2, D3, D4, D6, D8, D10, D12, D14, D16, D18, D20, D22, D24, D30, D50, D100. Modifiers such as +1 or -1 move the dice used up or down by one step. A Bonus or Penalty adds or subtracts from the result of a dice. Choose one coloured dice to roll for each of skill and magic. Skill levels are as follows:

Helpless: D1

Very Poor: D2

Untrained: D3

Basic Training: D4

Trained: D6

Professional: D8

Elite: D10

Elite Leader: D12

Outstanding Individual: D14

Master: D16

Rune Lord: D18

Rune Master: D20

Greater Rune Master: D22

Lesser Hero: D24

Hero: D30

Greater Hero: D50

Superhero: D100

Each character starts with an experience dice depending on the starting level of the campaign. A Player Character starts as Trained (D6).

Dice in the Rules

Any time dice in the rules are described in multiples or sums such as 2D6, D8+D6 etc. it means you roll all the dice and take the highest result. Bonus (B) is added to the result and Penalty (P) is subtracted from the result. E.g. 2D6 B1 means roll 2 six sided dice, take the highest and add 1.

Hero Points

Hero Points (HP) can be spent to increase the chances of success in play. PCs start with 3 HP. A PC gets 1 HP at the start of each game session and then another HP for performing a heroic act at the referee's discretion. A PC can never have more than 5 HP.

Experience Points

Characters gain Experience Points (XP) by succeeding in missions and quests. XP can be used to improve the character's experience dice. The cost is equal to the value of the dice moved to. This means, for example, moving from D6 to D8 costs 8 XP. XP can be spent to remove a character's special characteristics (if the referee agrees) at a cost of 4 XP. Certain magical abilities and statuses cost XP as listed in the magic section. Using certain magical abilities costs XP. Permanent penalties in runes can be regained for 4 XP. Player Characters start with 15 XP.

Keywords

Keywords are broad descriptions of the character and help to determine the kind of things s/he can do with other characteristics.

Runes

Each character has three runes.

Soul Rune e.g.

- An element - ☿♈♊♋♌
- A moon phase – 🌑🌒🌓🌔🌕🌖🌗🌘
- A variant of the elements - ○

Power Rune e.g.

- A power rune – †XIIIY.:Δζ or sometimes a beast rune ▼

Being Rune e.g.

- Another power rune – not the opposite unless you are going to have a moon phase or be an illuminate – †XIIIY.:Δᚲ
- A moon phase – ●●○○○●●
- Specialist runes such as ☸△▽△▽△↑℞∩W✱△✱†✱

This is a list of the runes used:

Rune	Usual Description	Other Descriptions	Notes
ᚼ	Air	Storm, Wind	
ᚦ	Animal	Beast	There is actually a specific animal rune of each kind which should be written as a qualifier to this. It will often be a stylized animal e.g. ᚦ bird, ᚢ horse, ᚷ goat, ᚱ ram, ᚷ sheep, ᚷ wolf, ᚷ beetle, ᚷ woodlouse, ᚷ sakkar, ᚷ lion, ᚷ snake, ᚷ water bird, ᚷ bat, ᚷ dog, ᚷ bull, ᚷ Praxian herd beasts, ᚷ pig, ᚷ cattle, ᚷ bear, ᚷ scorpion, bee ᚷ, wasp ᚷ, spider ᚷ, monkey ᚷ, cat ᚷ
ᚱ	Anti-Chaos	Chaos Fighter, Eternal Battle	
ᚰ	Black Moon	Illumination, Liberation	
ᚷ	Chaos	Beginning	
ᚰ	Crescent Come Moon	The Hunt	Embodies ᚼ but not the middle air.
ᚰ	Crescent Go Moon	Empty Victory, Birth, Motherhood	Embodies ᚼ
ᚰ	Darkness		
ᚰ	Death	Killing	
ᚰ	Disorder	Conflict, Disruption, Fear, Rebellion	
ᚰ	Dying Moon	Meeting. Madness, Woe, Suffering, Threshold Between Life and Death	Embodies ᚼ
ᚰ	Earth	Living Earth	
ᚰ	Empty Half Moon	Full Victory, Revenge	Embodies ᚰ
ᚰ	Fate	Inevitability	
ᚰ	Fertility	Life	
ᚰ	Fire/Sky	Sun	
ᚰ	Full Half Moon	Descent into the Mortal World, Youth.	Embodies ᚰ

Rune	Usual Description	Other Descriptions	Notes
		Innocence, Desire to Experience the World	
☉	Full Moon	Triumphant Return, Insight, Understanding	Embodies Y.☉
III	Harmony	Healing, Calm Fear, Peace	
✱	Hunger	Undead, Vampires	
∴	Illusion	Confusion	
Δ	Law	Order	
○	Light		Specialist form of ☉
π	Luck	Fortune	
♂	Man		
℞	Magic		
W	Mastery	Command	
☾	Moon	All Phases	The whole moon is used by the lunars to represent all the phases of the red moon and embodies ●□☉☾♂Y.∴III♂. Also used for the Blue Moon and White Moon.
↻	Movement	Change, Freedom	
†	Plant	Growth	
↑	Power		
♂	Spirit	Working with Spirits	
⌒	Stasis	Stability	
⚖	Trade	Merchant, Exchange, Communication	
Y	Truth		
≍	Water		

Skills

Skills are expressed as modifiers to the character's experience dice. The best they can be is +2 and only for a character with a Talent in a skill. They can be negative. Skills are related to a character's keywords. Weapons, Culture and Literacy are a list of skills associated with specific weapons. Sometimes a modifier to a skill is shown in () to show a sub-type of that skill. This is when it is used in a particular way e.g. Athletics (Jumping), Persuasion (Intimidation), Knowledge (History). Unless listed below as otherwise the dice rolled for a task is XD + Skill.

Skill	Description
Arts	Used to use another skill in an artistic manner. When trying to do so use the lower of the two skills. This is beyond the normal traditional artistic expression which is part of a Culture's Customs and has some kind of innovation and individual expression. There are many sub-types each combined with another skill such as Dance/Gymnastics, Oral Poetry/Leadership and Oratory, Written Poetry/Literacy Language, Fine Pottery/Craft (Pottery), Painting/Craft (Painting), Cooking/Craft (Cooking), Music/Customs <i>Culture</i> and so on. It is also possible to have knowledge of Art without being able to make it yourself such as Art History/Knowledge. Which arts sub-types are allowed depends on keywords and

Skill	Description
	can be decided and discussed with the referee. A character with Arts -1 can have one arts sub-type, at 0 up to 2 art sub-types, at 1 three arts sub-types and at 2 four art sub-types. However having extra sub-types reduces the dice s/he rolls for skill tasks. The dice rolled in Arts tasks is XD + Skill -1 per Arts Sub Type over 2. The maximum dice with Arts -2 is D4 and with Arts -1 is D8.
Athletics	Any feats of strength, jumping for distance, climbing or causing damage with weapons. Standing firm to avoid being knocked back. Has sub-types such as Strength, Damage, Jumping, Stand Firm and Climbing. Also applies to Running.
Bravery	Not running away in battle or when faced with frightening creatures or situations. Can have sub-types such as Face Chaos, Following, Lead from the Front
Craft	Making practical objects or specialist farming skills beyond the norm for the Customs of a people. Has many subtypes such as Pottery, Bronze, Leather, Cooking, Ploughing, Brewing, Painting, Masonry and Wood. Which things a character can make depends on keywords and can be decided and discussed with the referee. A character with Crafts -1 can have one Craft sub-type, at 0 two Craft sub-types, at 1 three Craft sub-types and at 2 four Craft sub-types. However having extra sub-types reduces the dice s/he rolls for skill tasks. The dice rolled in Crafts tasks is XD + Skill -1 per Craft Sub Type over 2. The maximum dice with Craft -2 is D6 and with Craft -1 is D8.
Customs - Culture	Each <i>culture</i> is a separate skill. A character knows how to live in a particular culture speak its language/s and to follow its social norms, tastes, religion, rituals and routines. For farming or horticultural societies it includes this way of living. A character can use this skill with neighbouring friendly or neutral cultures at 1 worse or with neighbouring hostile cultures at 2 worse. A character will sometimes know multiple cultures. If increasing a neighbouring culture use the starting point gained from own culture. Combined with arts for Music. The maximum dice rolled in a Customs task with -2 Customs –Culture is D6.
Devices	Working with simple mechanical objects such as locks and mechanical traps including setting them and disarming them. Can have sub-types like Pick Locks, Disarm Traps. The maximum dice rolled in a Devices task with -2 Devices is D6 and with -1 Devices is D8.
Gymnastics	Balancing, tumbling, dodging, jumping for height and vaulting. Combined with Arts for Dance. Includes avoiding falling or being tripped. Can have sub-types such as Dancing, Dodge, Balancing, Tumbling, Vaulting, High Jump. Also applies to Running.
Healing	Providing first aid and understanding of how to treat illness. Can have sub-types such as First Aid, Treat Poison and Treat Disease. The maximum dice rolled in a Healing task with -2 Healing is D6.
Health	Being able to survive damage and endurance. Has sub-types Endurance, Resist Damage, Resist Disease, Resist Poison.
Knowledge	Formal education – knowledge of law, history, geography, literature or oral tradition and philosophy beyond that required for life in a culture. The sort of things known depends on keywords. Can have sub-types such as History, Law Geography, Philosophy, Divination. The maximum dice rolled in a Knowledge task with -2 Knowledge is D6.
Leadership and Oratory	Being able to make a speech, inspire troops and command respect. As usual depends on keywords to determine the scale of leadership the character can exert. Can have sub-types such as Commanding Speech or Persuasive Speech.
Perception	Spotting and searching. Spotting ambushes, traps and hidden objects. Can have sub-types such as Spot Trap, Spot Ambush, Spot Hidden Object, Understand Motives.
Persuasion	Persuading someone to do what you want, including gifting and obligations in traditional societies. Has sub-types such as Intimidation, Reason, Fast Talk, Seduction.

Skill	Description
Literacy <i>Language</i>	Each language is a separate skill. The character can read and write the language. Usually will be own language when gained (as long as it is a written language). A character with -2 Literacy Language can't read or write that language at all and can't complete a task in it.
Riding	The character can ride. Has sub-types of different animals such as Horse, High Llama, Bison. Which sub-types a character can use can be discussed with the referee and depends on culture. There will be a penalty if riding an unfamiliar animal. The maximum dice rolled in a Riding task with -2 Riding is D6.
Stealth	Sneaking, hiding, ambushing and stealing things unobserved. Can have sub-types such as Sneaking, Hiding, Ambushing, Gambling or Theft.
Streetwise	Understanding how to live in towns and cities where not everyone is family. Knowing how to find contacts, deal with bureaucracy and buy and sell using cash. Can have sub-types like Fair Trade, Crooked Trade, Bureaucracy or Find Contact. The maximum dice rolled in a Streetwise task with -2 Streetwise is D6.
Survival	The character is used to surviving and making a living on the land. Includes hunting, tracking and gathering. The character understands the animals and plants of the wilderness and the dangers and opportunities to watch out for. The exact environment is indicated by keywords and the character will be at a penalty out of it. Can have sub-types such as Tracking or Gathering. The maximum dice rolled in a Survival task with -2 Survival is D6.
Tactics	The character knows how to deploy fighters in combat to the best advantage, get initiative, get the jump on enemies, supply troops, set watches and manoeuvre in battle. The maximum dice rolled in a Tactics task with -2 Tactics is D6.
Water Life	The character is used to surviving and making a living on the water – river or sea. The character can swim, find food in the water or banks and understands about the animals and plants that live there. S/he knows what dangers and opportunities to watch out for. S/he can operate boats or ships. Keywords and culture show the precise environment the character is used to and s/he is at a penalty in others e.g. a seafarer on a river or vice-versa). Can have sub-types such as Manage River Boat, Sailing, Swimming or Fishing. A character with -2 Water Life can't swim at all and can't make Swimming Tasks. The maximum dice rolled in a Water Life task with -2 Water Life is D6.
Weapon	Each weapon is a separate skill. Can be Sword, Spear, Mounted Spear (reduces penalty for using spear when mounted), Dagger, Axe, Trident, Flail, Mace, Shield, Bow, Mounted Bow (reduces penalty for using Bow when mounted), Crossbow, Sling, Bolas, Throwstick or Unarmed. Has sub-types Attack, Parry, Disarm, Push, Grapple and Trip e.g. Sword (Attack), Sword (Parry), Sword (Disarm). When attacking from a mount use the lower of Weapon and Riding. The maximum dice rolled in a Weapon task or Test with no weapon other than Unarmed at better than -2 is D6.

Movement

Represents how far the character can move in an action. Movement has a value of 2D6. That means to determine how far they move roll 2D6 and take the higher of the two and then modify the result. Athletics and Gymnastics skill both adjust the bonus when Running or Flying. Water Life and Athletics modify Swimming. Player Characters have B4 Running and B1 Swimming. E.g. a character with Gymnastics 1 and Athletics 1 would run 2D6 B6 and a character with Gymnastics -1 and Athletics 0 would run 2D6 B3. In addition some characters have a direct bonus or penalty to only Running.

Learning

Learning shows how good a character is at learning new skills. It is modified by traits but starts at D10.

Traits

Traits are tendencies of the character. Traits come in opposing pairs. When a character get a trait it has a save of 6+. If s/he gains the same trait a second time s/he has a save of 7+ and so on. If a character gains an opposing trait to one s/he already has then subtract 1 from the save of the existing trait.

The referee can choose when to invoke a character's trait to drive him/her to a particular action or to provide a penalty when a skill is used opposite to what the character trait is good at (providing a **penalty of 1** to the skill). If a character wishes to resist this s/he must make a save by rolling D10 and trying to get the trait's number or higher or spend **1 HP**.

A character can call on a trait if the referee agrees to help with a skill when it is being used in the way described for the trait. To do this try to roll below the save of the trait. The character gets a **bonus of 1** on the skill.

On the table below the opposed pairs are shown in the same row. The positive parts of the trait are listed which can be invoked by the player and the negatives invoked by the referee will be those of the opposing trait.

Some traits show a modifier to the character's Training ability. This is not gained again if the trait is gained again.

Trait	Good At	Trait	Good At
Proud	Impressing others with his/her abilities. Persuasion (Intimidation), Leadership and Oratory (Commanding Speech). -1 Training.	Modest	Getting on with others, working together. Persuasion (Reason), Leadership and Oratory (Persuasive Speech). +1 Training.
Emotional	Using emotion and passion. Calling on hatred and love. Acting on instinct. Works for Arts, Athletics, Bravery, Health, Leadership and Oratory if the character is heavily invested emotionally in the outcome. -1 Training.	Cold	Being logical and dispassionate. Using careful calculation. Brave, Knowledge, Perception, Survival, Water Life, Tactics. +1 Training.
Constant	Acting according to tradition. Carefully doing things as they have always been done. Customs, Craft. +1 Training.	Mercurial	Innovating and finding another way to accomplish a task. Being unpredictable. Leadership and Oratory, Tactics. +1 Training.
Violent	Using violence to reach goals. Persuasion (Intimidation), Weapon (Attack).	Peaceful	Peacefully accomplishing goals. Healing, Persuasion (Reason).
Loyal	Accomplishing goals inspired by loyalty to a leader. Working together as a unit. Bravery (Following). +1 Training.	Faithless	Ignoring loyalty to a leader. Working individually. Working for own ends. Stealth (Theft). -1 Training.
Pure	Spiritual, moral and abstract actions. Working with abstract codes and rules. Arts (fine arts), Knowledge, Persuasion (Reason)	Worldly	Working in the world as it is. Being practical. Being pragmatic. Customs, Persuasion (Fast Talk), Streetwise.
Honest	Being trusted based on actions. Getting on with others in long term relationships. Fair dealing. Persuasion (Reason), Streetwise (Honest Trade).	Deceitful	Being trusted based on words. Persuading others quickly. Persuasion (Fast Talk), Streetwise (Crooked Trade).

Trait	Good At	Trait	Good At
Generous	Being open handed. Inspiring loyalty. Having a reputation as a good leader and friend. Spends money freely. Leadership and Oratory (Leading Followers).	Selfish	Not giving away what might be needed. Thinking of yourself. Being thrifty. Saving money.
Industrious	Working hard. Making a living. Concentrating. Craft, Customs, Devices, Healing, Knowledge, Literacy. +2 Training.	Frivolous	Having a good time. Partying, Being fun. Streetwise. -2 Training.
Kind	Caring about others. Doing the best for others. Bravery (when protecting others), Healing, Perception (Understand Motives).	Cruel	Hurting others. Being callous. Not caring about others. Persuasion (Intimidation), Streetwise (Theft).
Just	Being fair. Doing what is right in the abstract. Sticking to a moral code. Knowledge (Law), Streetwise (Honest Trade), Bravery.	Arbitrary	Doing what is expedient. Doing what is best for friends and allies right or wrong. Moral flexibility. Streetwise, Customs.
Lustful	Being driven by sex and sensual experience. Persuasion (Seduction).	Chaste	Being unconcerned by sex and sensual experience. Resistance to seduction.
Forgiving	Giving others a second chance. Assuming the best of others.	Vengeful	Seeking revenge. Assuming the worst of others.
Reckless	Acting quickly without thought for consequences. Being wild. Can be an advantage when the referee thinks precipitous action is the best. -1 Training.	Prudent	Acting carefully and cautiously after due consideration. Being sensible. Can be an advantage when the referee thinks a careful approach is needed. +1 Training.
Superficial	Saying what you think. Being interested in minor and popular things. Caring about appearances and the results of events and actions. Persuasion (Fast Talk, Seduction), Streetwise.	Deep	Keeping your thoughts and attitudes secret. Being interested in important and difficult things. Caring about what lies beneath events and actions. Knowledge, Craft, Art.

Relationships

A character can have the following relationships:

Followers: the character has a number of less powerful retainers that provide him/her with loyal support.

Companions: a companion is a loyal named character who supports the main character.

Patron: a patron is a higher status character who supports the character by providing protection, political support, help with the authorities etc. In return the character supports the patron acting as one of his/her clients, performing tasks as required and using time to wait in attendance.

Community: the character may be a member of a community which supports him/her. Examples include a family or clan or a temple. The community provides protection, political support and other help. In return the character supports his/her community with time, money and aid.

Generating a Character

Characters are unusual people in this game who have gone away to adventure in Pavis so this generation system doesn't produce standard people.

Special Characteristics

During character generation a player can select three special characteristics which have been generated for his/her character. This is not allowed once other characteristics have been generated which depend on this characteristic. For example once a Culture has been accepted it can't be changed as several other

characteristics will have been generated which depend on it. For the selected characteristic make the roll an additional three times. The player may select any of these three results or stick with the original result.

Gender Keyword

Roll for gender on D10– 1-5 is Male, 6-10 is Female

Basic Skills

Everyone gets:

Athletics -1

Gymnastics -1

Health -1

Persuasion -1

Unarmed -1

All other skills start as -2

Unusual Characteristics

This table provides characters with unusual characteristics. Roll 2D8 times. Characteristics marked * save (roll 6+ on D10 to ignore: +1 required per time the characteristic is gained e.g. Altruistic x 2 has a 7+ save). As successful save can ignore the effects in bold. The referee can allow a re-roll of opposites or things which don't go together. A bonus (B) or penalty (P) with a skill adds or subtracts from the skill's result. Where a skill is listed as (0) or (1) it gets that value. If listed as T then the character is talented in the skill and can reach +2 in it either during generation or through later training.

Roll D200	Characteristic	Explanation
01	Agonising*	Character worries about failure. <i>S/he can be paralysed by indecision and gets very upset if friends or allies are hurt or killed.</i>
02	Altruistic*	The character acts for the benefit of others rather than him/herself. <i>S/he must help the innocent, not leave people behind.</i>
03	Arbitrary	Personality Trait
04	Artist	Arts (1T) B1
05	Athlete	Athletics (1T) B1
06	Badly Educated	Customs P1, Literacy P2, Knowledge P2
07	Bombastic*	<i>Explain plans and actions in long speeches which give away plans and allows opponents to escape or thwart those plans.</i>
08	Callous	The character is able to act in a heartless manner if this is required. The character can attack innocent non-combatants, threaten hostages and has no compunctions about killing.
09	Can't Craft	Craft P2, Devices P1
10	Can't Fight Unarmed	Unarmed P2
11	Can't Ride	Ride P2
12	Can't Trip or Push	Trip P2, Push P2
13	Can't Understand Devices	Devices P2, Craft P1
14	Chaste	Personality Trait
15	Chivalry	Cannot use an ambush. Cannot attack a knocked down or trapped target.
16	Choose the Wrong Side*	Where there is a chance of confusion has an unfortunate tendency <i>to pick the wrong side in combats.</i>
17	Clumsy	Gymnastic P1, Stealth P1

Roll D200	Characteristic	Explanation
18	Code of Honour	Choose either the leader or the most powerful member of the opposing group and challenge him/her to a duel. If the duel is accepted and another character attacks this target then must attack them instead until they are out of action before resuming the duel. If the opponent refuses the duel or fails to co-operate in fighting the duel (by staying out of the way or using an ability which stops the duel taking place for example) then the character can declare the opponent without honour and is no longer restricted. The character can attack enemies who block the way to the target.
19	Cold	Personality Trait
20	Constant	Personality Trait
21	Co-ordinated	Athletics (0) B1, Gymnastics (0) B1, Stealth (0) B1
22	Courage	Bravery (1T) B1
23	Cowardly	Bravery P2
24	Crafter	Craft (1T) B1, Devices (0) B1
25	Cruel	Personality Trait
26	Cunning	Stealth (0) B1, Tactics (0) B1, Streetwise (0) B1
27	Curious*	Character tends to investigate things even if this is clearly unsafe and often wanders off alone or becomes absorbed in tasks to the exclusion of all else. +2 Training.
28	Deceitful	Personality Trait
29	Deep	Personality Trait
30	Dependants	Character has D3 Non-combatant NPCs s/he must look after. They require 10% of the character's time and wealth.
31	Dim Witted	Knowledge P1, Persuasion P1, Tactics P1
32	Disarm	Weapon (Disarm) B1
33	Easy to Hit	Gymnastics (Dodge) P2
34	Educated	Knowledge (0) B1, Arts (0) B1, Literacy – Own Language if written otherwise New Pelorian (0) B1
35	Ego Signature	Character leaves some sign of his/her presence at scenes of his/her actions.
36	Elusive	Gymnastics (Dodge) B1.
37	Emotional	Personality Trait
38	Energetic	3 times per game session can re-roll any skill roll. +2 Training.
39	Extra Magic	Character has +2 Common Magic abilities and can hold 2 more in mind than usual.
40	Faithless	Personality Trait
41	Fast	Running B2
42	Fears (cause)*	Roll on the cause table. If a particular example of the feared thing is encountered for the first time the character flees.
43	Fighter	Weapons B1
44	Flashbacks (cause)*	Roll on the cause table. When a particular example of the cause is encountered stand stunned D6 turns.
45	Forgiving	Personality Trait
46	Frivolous	Personality Trait
47	Generous	Personality Trait
48	Grasping*	The character is greedy for wealth. S/he must try to grab any available wealth and keep it for him/herself whenever possible.
49	Guardian Angel*	The character defends a particular kind of people (e.g. Citizens of Pavis, Lunars, Sable Tribe, women and children) and must act against all threats against them. Against a threat to the group the character cannot flee and must intervene to help them.
50	Gymnast	Gymnastics (1T) B1
51	Hard Hitting	Athletics (Damage) B2

Roll D200	Characteristic	Explanation
52	Hated (group)*	Roll on the group table. The character is hated by the listed group and cannot work with them. <i>If they are encountered in combat they attack the character even if they would normally be on the same side.</i>
53	Hates Water	River Life P2
54	Healer	Healer (1T) B1
55	Healthy	Health (1T) B1
56	Heavy Drinker*	<i>If the opportunity arises goes out drinking and spends a lot of money. All abilities used on others and skills P1 next day.</i>
57	Honest	Personality Trait
58	Illiterate	Character has no Literacy skills and can't gain one.
59	Incurious	Knowledge P1, Perception P1
60	Indecisive*	<i>In situations where a decision is required (e.g. combat) roll each turn until succeed once. In each turn save is failed hesitate for 1 action.</i>
61	Industrious	Personality Trait
62	Inexperienced	-3 starting XP.
63	Inspiring	Leadership and Oratory (1T) B1. If the leader of a group can allow any group member except yourself to reroll any roll up to 3 times per episode in total (the character choses when to allow the reroll).
64	Instinctive	Character has an instinct for understanding the attitudes and feelings of others. Persuasion (1T) B1.
65	Intuition	Customs - All (0) B1, Perception (0) B1, Persuasion (0) B1
66	Iron Will	Plains Survival (0) B1, Bravery (0) B1, Athletics (0) B1
67	Irritating	Persuasion P1, Leadership and Oratory P1
68	Judgmental*	If the character is the leader of a group which fails in an episode then <i>choose one character other than yourself to throw out of the group.</i> This character must either be one who failed in a task or was the first to be defeated or the first to flee from a combat. When working alone <i>if fail in an episode become depressed.</i>
69	Just	Personality Trait
70	Kind	Personality Trait
71	Knowledgeable	Knowledge (1T) B1
72	Lacks Cunning	Stealth P1, Tactics P1, Streetwise P1
73	Lacks Intuition	Customs P1, Perception P1, Persuasion P1
74	Lawyer	Knowledge (0) B1, Customs B1
75	Lazy*	<i>When undertaking a task the character gives up after a single failed attempt. In combat if own side looks stronger stop helping.</i> -2 Training.
76	Literate	Literacy (roll 1-5 on D10 for own language if it has a written form otherwise New Pelorian). If character already has Literacy then choose another language. (1) B1
77	Low Social Status	Character comes from the bottom of society. Leadership and Oratory P1, Wealth -1.
78	Loyal	Personality Trait
79	Lustful	Personality Trait
80	Master Tactician	Tactics (1T) B1
81	Mature	You are more sensible and level headed than most. Leadership and Oratory (0) B1, Tactics (0) B1.
82	Melee Skill	Choose a weapon that can be used in melee at 1.
83	Mercurial	Personality Trait
84	Missile Skill	Choose a weapon that has a missile attack at 1.
85	Modest	Personality Trait
86	Musician	Arts (0), Arts (Music) B2
87	Naive	Streetwise P2
88	Natural Follower	Leadership and Oratory P2

Roll D200	Characteristic	Explanation
89	Natural Leader	Leadership and Oratory (1T) B1.
90	No Will	Plains Survival P1, Bravery P1, Athletics P1
91	Not Artistic	Arts P2
92	Notorious*	Something in the character's background has made him/her notorious. Many people have heard of him/her and are familiar with his/her appearance. S/he is widely distrusted. <i>Fail to get the benefit of a successful Persuasion, Leadership or Oratory tasks unless they are with other Notorious or villainous individuals.</i>
93	Obey Orders*	<i>If the leader of your group tells you to do something you must obey.</i>
94	Observant	Perception (1T) B1
95	Obvious	Stealth P2
96	Obvious Fighter	Trip P1, Push P1, Disarm P1
97	Overconfident*	<i>Unable to flee. Overestimate own abilities.</i> -1 Training.
98	Paranoid*	<i>If the character is accidentally hit by an ally's attack the character must attack the ally treating him/her as an enemy for the rest of the combat.</i>
99	Parry Skill	All Weapon (Parry) B1.
100	Peaceful	Personality Trait
101	Persuasive	Persuasion (1T) B1
102	Poor Athlete	Athletics P2
103	Poor Fighter	Melee Attacks and Parries P1
104	Poor Gymnast	Gymnastics P2
105	Poor Healer	Healer P2
106	Poor Health	Health P2
107	Poor Lawyer*	Knowledge (Law) P2. <i>Blunder by failing to understand or obey local laws.</i>
108	Poor Melee Skills	All Melee Attacks P1
109	Poor Missile Skills	All Missile Attacks P1
110	Poor Parry Skill	All Parries P1
111	Poor Tactician	Tactics P2
112	Poor Thrown Skills	All Thrown Attacks P1
113	Power Hungry*	If the character is a member of a group but not a leader <i>try to take over by making a leadership task against the leader at the start of each episode. If the leader attempts a task get in the way putting the leader at -1. In combat try to make the leader look foolish or incompetent by 'accidently' knocking him/her over, nudging him/her so as miss in attacks and so on.</i>
114	Practical	Crafts (0) B1, Devices (0) B1. +1 Training.
115	Prepared	Character always gets an extra two Personal actions before combat beyond any normally available. These can be used to activate personal abilities including moving out of the normal deployment area.
116	Proud	Personality Trait
117	Prudent	Personality Trait
118	Puny Hitter	Athletics (Damage) P2
119	Pure	Personality Trait
120	Quick	Gymnastic (0) B1, Stealth (0) B1, Gymnastics (0) B1
121	Quick Learner	-2 resistance to Training.
122-123	Quitter	Often quits when the going is tough. -2 on Recovery rolls. -2 Training.
124	Random Destruction*	The character tends to wreck things. <i>S/he likes to break things, burn buildings and leave a trail of destruction.</i>
125	Reckless	Personality Trait
126	Relentless	Character has an extra D10 on recovery rolls.
127	Rider	Ride (1T) B1

Roll D200	Characteristic	Explanation
128	Sarcastic*	Upset people with cruel and sarcastic comments. Ignore the positive results of leadership, oratory or persuasion task.
129	Scheming	If fail in a Task where some time was available for planning can immediately attempt again but must take the result of the second roll.
130	Selfish	Personality Trait
131	Selfless	Cannot flee whilst allies or innocent bystanders are still in danger from callous or cruel enemies.
132	Shocked*	If an innocent bystander or ally is killed then the character is Stunned.
133	Showboating*	When in combat then after giving an opponent a new status or knocking it down miss 2 actions showboating.
134	Sixth Sense	The character gets a 'feeling' warning of danger. The character is immune to ambushes and always gets at least the normal actions in the first turn of an ambush. The character gets an extra preparation action at the start of combat to get ready.
135	Slow	Running P2
136	Soft	Survival P2
137	Stable	Athletics (Stand Firm) B2
138	Stealthy	Stealth (1T) B1
139	Streetwise	Streetwise (1T) B1
140	Superficial	Personality Trait
141	Survival Instinct	Survival (0) B1, River Life (0) B1, Streetwise (0) B1
142	Survivor	Survival (1T) B1
143	Tactless*	Offend others in conversation by making inappropriate comments. Ignore the positive results of leadership, oratory or persuasion task.
144	Teacher	When training others makes the test -2 (2 easier).
145	Thrown Skill	Choose a weapon that can be thrown at 1.
146	Trick Fighter	Trip B1, Push B1, Disarm B1
147	Trickster* IS	The character likes to play practical jokes. A random character on the same side as the character misses the 1st turn of combat as a practical joke kicks in. If in a side in which a character is attempting a task roll which gets a major victory cancel that success.
148	Trip	Trip B2
149	Trusting*	The character is easily convinced. The character uncritically accepts what s/he is told.
150	Uncoordinated	Athletics P2, Gymnastics P2, Stealth P2
151	Understands Devices	Devices (1T) B1
152	Unfit	Athletics P1, Running P1
153	Unobservant	Perception P2
154	Unpersuasive	Persuasion P2
155	Unprepared	Character never gets any Personal actions before combat.
156	Unreliable*	The character doesn't do what s/he is supposed to do or turn up where s/he is supposed to be.
157	Unstable	Athletics (Stand Firm) P2
158	Unusual Appearance*	The character does not look normal. People may distrust him/her and s/he is highly noticeable and distinctive. Fail to get the benefit of a persuasion, leadership or oratory task unless it is with individuals who wouldn't notice.
159	Unusual Odour*	Animals don't like the character. The character is attacked by an animal.
160	Vengeful	Personality Trait
161	Victim	Survival P1, Water Life P1, Streetwise P1
162	Violent	Personality Trait
163	Water Skills	Water Life (1T) B1

Roll D200	Characteristic	Explanation
164	Worldly	Personality Trait
165	Ambidextrous	No off-hand penalty
166-167	Young	The character is not old enough to normally be considered an adult (though for some reason is acting as such e.g. an initiate with runes). Athletics -1, Leadership and Oratory -1. Young indicates an age of 12+D5, Young x2 an age of 7+D5. A character with Young x 2 also has Size -1.
168-169	Community	A clan, family or group can be relied upon to support the character the best of their ability and the character supports them in turn. The character uses 10% of his/her time and money in support of them. This is an extra community beyond anything gained for cult membership etc.
170-172	Companion	The character has a loyal companion. A companion is like another character who has 5 fewer XP can't have any special characteristics associated with relationships (e.g. Companion, Community, Patron, Retainers). If a companion is killed the PC can gain a new companion in D4 weeks starting at 5 XP fewer than the PC's current XP.
173-174	Enemies	A group or individual is hunting the character.
175	Old	The character is older than normal. Health -1, Knowledge +1, Customs (Culture) +1. Old x 1 gives an age of D10+45, Old x2 gives an age of D10+55, Old x 3 gives an age of D10+55 and so on.
176-178	Patron	The character has a more powerful patron who support him/her providing support and tasks. The character uses 10% of his/her time in general support of the patron.
179-181	Retainers	The character has two loyal followers. These will be of an appropriate type agreed by the referee. If one is killed the character has a source which will allow him/her to be replaced in D4 weeks. They have XD6 if the character has XD10 or fewer, XD8 if the character has XD12 to 18 and XD10 if XD20+.
182-184	Ugly*	The character is very ugly. Persuasion P1 or P2 with the opposite sex. Causes an unpleasant reaction amongst the insensitive or cruel.
185-187	Attractive*	The character is very appealing. Persuasion B1 or B2 with the opposite sex. Susceptible members of the opposite sex engage in attempts to impress, woo or seduce the character.
188-190	Large	Size + 1
191-193	Small	Size -1
194-196	Poor	Wealth -3 and must use 30% of cash paying off debts incurred by family each month.
197-198	Rich	Wealth + 3
199-200	Social Status	Character has a respected position in society which encourages people to believe and trust him/her. Leadership and Oratory (0) B1, Wealth + 2.

D100	Cause
01-05	Aldryami
06-20	Chaos
21-30	Having to do a task in the dark
31-40	Deep Water
41-50	Dragonewts and Dragons
51-60	Friends going out of action
61-65	Mostali
66-70	Sorcerers
71-80	Storms
81-90	Undead
91-00	Uz

Cultural Keyword

Pavis is a cultural melting pot following the Lunar occupation. All rolls within the table are D10 unless listed as otherwise. Each has a standard range which is the chances of having each of the standard runes and the standard background. Roll individually for each rune and for the background keyword. If the character doesn't have the standard background roll on the random background table listed after the /. The background keyword shows how the character was brought up. This will often be related to the profession or role of his/her parents. The character has moved away from this path for some reason but will have picked up some skills from it before moving on. The character gains the list of skills and bonuses for their culture and gender. Any skill listed is a cultural skill and starts at the indicated skill level (a weapon listed as -2 is no better but is still a cultural weapon which can be of significance later). Also listed is a personality trait which the character gets on a roll of 1-7 on D10.

D100	Culture	Male	Female
01-03	Agimori	1-8: Standard ⊕†⌘ Hunter/Nomad Spear 0 Shield 0 Axe -1 Athletics 0 Survival 0 Bravery 0 Running 1 Health 0 Customs (Praxian) 0 Size +1 Honest	1-8: Standard ⊕⌘⌘ Gatherer/Nomad Spear -1 Shield -1 Axe -1 Survival 0 Bravery 0 Customs (Praxian) 0 Gymnastics 0 Healing 0 Health 0 Size +1 Honest
04-06	Alkoringite (Far Place)	1-7: Standard 1-5: OY 6-10: ⌘⌘ Farmer/Settled Spear 0 Shield 0 Axe -1 Bravery -1 Athletics 0 Customs (Alkoringite) 0 Wealth +1 Emotional	1-5 Standard ⊕⌘ Steadwife/Settled Spear -1 Shield -1 Axe -1 Bravery -1 Gymnastics 0 Customs (Alkoringite) 0 Persuasion 0 Healing 0 Wealth +1 Cold
	Alkoringite (Tarsh Exiles)	1-6 Standard ⌘⌘ Bandit/Settled Spear 0 Shield 0 Axe 0 Athletics 0 Bravery -1 Customs (Alkoringite) 0 Emotional	1-5 Standard ⊕⌘ Steadwife/Settled Shield 0 Mace 0 Axe 0 Athletics 0 Bravery -1 Customs (Alkoringite) 0 Cruel

D100	Culture	Male	Female
07-09	Alkoringite (Lunar Provinces)	1-6: Standard 1-3: ① -Phase 4-5: ② 6-10: ③ Farmer/Civilized Spear -1 Shield -1 Axe -1 Athletics 0 Bravery -1 Health 0 Customs (Alkoringite) 0 Wealth +2 Reckless	1-5 Standard 1-3: ④ 4-5: ① -Phase ⑤ 6-10: ⑥ Steadwife/Civilized Spear -1 Shield -2 Axe -1 Bravery -1 Gymnastics 0 Health 0 Customs (Alkoringite) 0 Persuasion 0 Healing 0 Wealth +2 Prudent
10-11	Basboli	1-7: Standard ⑦ Hunter/Nomad Spear 0 Unarmed 0 Running 1 Survival 0 Athletics 0 Health 0 Gymnastics 0 Customs (Basboli) 0 Gymnastics 0 Worldly	
12-14	Caladran	1-7: Standard ⑧⑨ Horticulturist/Settled Spear 0 Axe 0 Athletics 0 Customs (Caladran) 0 Wealth +1 Lustful	1-5: Standard ⑩ Gatherer/Settled Spear -1 Axe -1 Customs (Caladran) 0 Persuasion 0 Gymnastics 0 Healing 0 Wealth +1 Lustful
15-19	Dara Happan	1-6: Standard 1-5: ⑪ 6-10: ① -Phase Citizen/Civilized Spear 0 Shield 0 Sword -1 Health 0 Customs (Dara Happan) 0 Leadership and Oratory 0 Bravery 0 Athletics 0 Streetwise -1 Wealth +3 Proud	1-4: Standard 1-5: ⑫ 6-10: ① -Phase Citizen's Wife/Civilized Spear -1 Shield -1 Sword -2 Customs (Dara Happan) 0 Persuasion 0 Streetwise -1 Gymnastics 0 Healing 0 Wealth +1 Modest

D100	Culture	Male	Female
20-22	Darjiini	1-6 Standard 1-7: ⌘ 8-10: ⌘ -Phase Farmer/Civilized Spear 0 Shield 0 Mace 0 Athletics 0 Water Life 0 Customs (Darjiini) 0 Stealth 0 Wealth +2 Mercurial	1-6 Standard 1-7: ⌘ 8-10: ⌘ -Phase Pelorian Wife/Civilized Spear -1 Shield -1 Mace -1 Gymnastics 0 Healing 0 Health 0 Customs (Darjiini) 0 Knowledge 0 Leadership and Oratory 0 Stealth 0 Wealth +2 Lustful
23-24	Darsenite	1-6 Standard 1-5: ⌘ 6-7: ⌘ -Phase 8-10: ● Farmer/Civilized Spear 0 Shield 0 Athletics 0 Axe -1 Customs (Darsenite) 0 Wealth +1 Loyal	1-5 Standard 1-5: ⌘ 6-10: ⌘ -Phase Pelorian Wife/Civilized Spear -1 Shield -1 Axe -1 Customs (Darsenite) 0 Healing 0 Health 0 Gymnastics 0 Leadership and Oratory 0 Knowledge 0 Bravery -1 Wealth +2 Deep
25-26	Ditali	1-7 Standard ᄒ Barbarian Farmer /Settled Spear 0 Shield 0 Axe 0 Athletics 0 Customs (Heortling) 0 Wealth +1 Violent	1-5 Standard 1-9: ⌘ 10: ᄒ Steadwife/Settled Spear -1 Shield -1 Axe -1 Customs (Heortling) 0 Gymnastics 0 Persuasion 0 Healing 0 Wealth +1 Wordly

D100	Culture	Male	Female
27-30	Esrolian	1-5 Standard 62 Farmer/Civilized Spear 0 Shield -1 Axe -1 Athletics 0 Customs (Esrolian) 0 Wealth +1 Loyal	1-5 Standard 80 Esrolian Woman/Civilized Spear -1 Shield -1 Axe -1 Customs (Esrolian) 0 Healing 0 Health 0 Gymnastics 0 Leadership and Oratory 0 Knowledge 0 Streetwise -1 Wealth +2 Worldly
31-32	Grazelander	1-7 Standard 0+ Herder/Nomad Mounted Bow 0 Sword 0 Mounted Spear -1 Athletics 0 Riding 0 Health 0 Survival -1 Customs (Grazelander) 0 Wealth +2 Proud	1-6 Standard 08 Herder/Nomad Mounted Bow -1 Sword -1 Mounted Spear -2 Riding 0 Gymnastics 0 Health 0 Survival -1 Customs (Grazelander) 0 Healing 0 Wealth +2 Proud
33-36	Heortling (Hendriki)	1-6 Standard 62 Barbarian Farmer /Settled Spear 0 Shield -1 Axe -1 Customs (Heortling) 0 Athletics 0 Wealth +1 Emotional	1-5 Standard 1-9: 80 10: 62 Steadwife/Settled Spear -1 Shield -2 Axe -1 Gymnastics 0 Health 0 Customs (Heortling) 0 Persuasion 0 Healing 0 Wealth +1 Cold

D100	Culture	Male	Female
37-42	Heortling (New Pavis)	1-5 Standard ᠖᠗ Barbarian Farmer /Civilized Spear 0 Shield -1 Axe -1 Athletics 0 Customs (Heortling) 0 Wealth +1 Frivolous	1-5 Standard 1-9: X□ 10: ᠖᠗ Steadwife/Civilized Spear -1 Shield -2 Axe -1 Gymnastics 0 Customs (Heortling) 0 Persuasion 0 Healing 0 Wealth +1 Industrious
43-47	Heortling (Sartarite)	1-5 Standard ᠖᠗ Barbarian Farmer /Settled Spear 0 Shield -1 Axe -1 Athletics 0 Customs (Heortling) 0 Wealth +1 Emotional	1-5 Standard 1-8: X□ 9-10: ᠖᠗ Steadwife/Settled Spear -1 Shield -1 Axe -1 Gymnastics 0 Customs (Heortling) 0 Persuasion 0 Healing 0 Health 0 Wealth +1 Cold
48-49	Jajaloring	1-5 Standard 1-6: IIIᠰ 7-10: ᠓ -Phase Barbarian Farmer/Civilized Spear 0 Shield -1 Axe 0 Athletics 0 Running 1 Customs (Jajaloring) 0 Wealth +1 Mercurial	1-5 Standard 1-6: X□ 7-10: ᠓ -Phase Steadwife/Civilized Spear -1 Shield -2 Axe -1 Gymnastics 0 Customs (Jajaloring) 0 Persuasion 0 Healing 0 Wealth +1 Prudent
50-52	Lordrilli	1-6 Standard 1-6: X᠐X 7-10: ᠓ -Phase Farmer/Civilized Spear 0 Axe -1 Athletics 0 Health 0 Customs (Lodrilli) 0 Wealth +1 Lustful	1-5 Standard 1-6: X□ 7-10: ᠓ -Phase Pelorian Wife/Civilized Spear -1 Axe -1 Customs (Lodrilli) 0 Healing 0 Health 0 Gymnastics 0 Knowledge -1 Wealth +1 Lustful

D100	Culture	Male	Female
53-54	Naverian	1-6 Standard 1-6: 0III 7-10: 0 -Phase Farmer/Civilized Spear 0 Shield 0 Sword -1 Athletics 0 Health 0 Customs (Naverian) 0 Bravery -1 Streetwise -1 Wealth +2 Loyal	1-5 Standard 1-6: 0X2 7-10: 0 -Phase Pelorian Wife/Civilized Spear -1 Shield -1 Sword -1 Customs (Naverian) 0 Healing 0 Health 0 Gymnastics 0 Knowledge -1 Streetwise -1 Wealth +2 Constant
55-59	Old Pavis	1-5 Standard ✱ Barbarian Farmer/Civilized Axe 0 Crossbow 0 Athletics 0 Spear -1 Shield -1 Customs (Old Pavis) 0 Streetwise -1 Selfish	1-5 Standard ✱ Steadwife/Civilized Axe -1 Crossbow -1 Spear -2 Shield -2 Customs (Old Pavis) 0 Healing 0 Gymnastics 0 Knowledge -1 Streetwise -1 Selfish
60-64	Pavis Survivor (Zebra)	1-6 Standard 0 ▽-2 III Herder/Settled Mounted Bow 0 Sword 0 Mounted Spear 0 Riding 0 Athletics 0 Survival -1 Customs (Old Pavis) 0 Streetwise -1 Proud	1-6 Standard 0 ▽-2 X Herder/Settled Mounted Bow -1 Sword -1 Mounted Spear -1 Riding 0 Survival -1 Gymnastics 0 Customs (Old Pavis) 0 Healing 0 Streetwise -1 Proud

D100	Culture	Male	Female
65-66	Pelandan	1-5 Standard 1-3: 𐍈𐍂 4-6: 𐍂𐍃𐍄𐍅 7-10: 𐍈 -Phase Pelorian Farmer/Civilized Arts -1 Spear 0 Shield 0 Sword -1 Athletics 0 Customs (Pelandan) 0 Health 0 Bravery -1 Streetwise -1 Wealth +2 Just	1-5 Standard 1-2 𐍂𐍂 3-4: 𐍈𐍃𐍄𐍅 5-6: 𐍃𐍄𐍅 7-10: 𐍈 -Phase Pelorian Wife/Civilized Arts -1 Spear -1 Shield -1 Sword -2 Customs (Pelandan) 0 Health 0 Healing 0 Gymnastics 0 Knowledge -1 Streetwise -1 Bravery -1 Wealth +2 Peaceful
67-69	Pol Joni	1-6 Standard 𐍈𐍂 Herder/Settled Mounted Spear 0 Axe -1 Riding 0 Athletics 0 Customs (Heortling) 0 Wealth +1 Violent	1-5 Standard 𐍈-𐍂𐍂𐍂 Herder/Settled Mounted Spear -1 Axe -1 Gymnastics 0 Riding 0 Customs (Heortling) 0 Persuasion 0 Healing 0 Wealth +1 Cold
70-71	Praxian (Bison)	1-6 Standard 𐍈𐍂𐍅 Herder/Nomad Mounted Spear 0 Axe 0 Athletics 0 Riding 0 Survival 0 Customs (Praxian) 0 Cruel	1-5 Standard 1-5: 𐍂𐍅- 𐍂𐍅𐍅 6-10: 𐍂𐍅𐍅 Herder/Nomad Mounted Spear -1 Axe -1 Gymnastics 0 Riding 0 Survival 0 Customs (Praxian) 0 Healing -1 Deceitful

D100	Culture	Male	Female
72	Praxian (Bolo Lizard)	1-6 Standard ♂†♀ Herder/Nomad Bolas 0 Dagger 0 Riding 0 Athletics 0 Survival 0 Customs (Praxian) 0 Size -1 Cruel	1-5 Standard 1-5: □▼- ♂♀ 6-10: □♂♀ Herder/Nomad Bolas 0 Dagger -1 Gymnastics 0 Riding 0 Survival 0 Customs (Praxian) 0 Healing -1 Size -1 Deceitful
73-74	Praxian (High Llama)	1-6 Standard ♂†♀ Herder/Nomad Mounted Spear 0 Axe 0 Athletics 0 Riding 0 Survival 0 Customs (Praxian) 0 Cruel	1-5 Standard 1-5: □▼- ♂♀ 6-10: □♂♀ Herder/Nomad Mounted Spear -1 Axe -1 Gymnastics 0 Riding 0 Survival 0 Customs (Praxian) 0 Healing -1 Deceitful
75	Praxian (Impala)	1-6 Standard ♂†♀ Herder/Nomad Mounted Bow 0 Athletics 0 Riding 0 Survival 0 Customs (Praxian) 0 Size -1 Cruel	1-5 Standard 1-5: □▼- ♂♀ 6-10: □♂♀ Herder/Nomad Gymnastics 0 Riding 0 Mounted Bow 0 Survival 0 Customs (Praxian) 0 Healing -1 Size -1 Deceitful
76	Praxian (Ostrich)	1-6 Standard ♂†♀ Herder/Nomad Spear 0 Throwstick 0 Axe -1 Athletics 0 Riding 0 Survival 0 Customs (Praxian) 0 Size -1 Cruel	1-5 Standard 1-5: □▼- ♂♀ 6-10: □♂♀ Herder/Nomad Spear -1 Throwstick -1 Axe -1 Gymnastics 0 Riding 0 Survival 0 Customs (Praxian) 0 Healing -1 Deceitful

D100	Culture	Male	Female
77	Praxian (Rhino)	1-6 Standard ☐†⚔ Herder/Nomad Mounted Spear 0 Mace 0 Riding 0 Survival 0 Athletics 0 Customs (Praxian) 0 Cruel	1-5 Standard 1-5: ☐▽- ⚔⚔ 6-10: ☐⚔⚔ Herder/Nomad Riding 0 Mounted Spear -1 Mace -1 Survival 0 Gymnastics 0 Customs (Praxian) 0 Healing -1 Deceitful
78-82	Praxian (Sable)	1-6 Standard †⚔⊕ -Phase Herder/Nomad Sword 0 Mounted Spear 0 Shield 0 Athletics 0 Riding 0 Survival 0 Health 0 Customs (Praxian) 0 Wealth +1 Mercurial	1-5 Standard 1-3: ☐▽- ⚔⚔ 4-6: ☐⚔⚔ 7-10: ▽⚔⊕ -Phase Herder/Nomad Sword -1 Mounted Spear -1 Shield -1 Gymnastics 0 Riding 0 Survival 0 Health 0 Customs (Praxian) 0 Healing -1 Wealth +1 Mercurial
83-84	Rinliddi	1-6 Standard 1-2: ▽- ^⊕ 3-5: ⊕ -Phase 6-10: ⚔⊕⚔ Farmer/Civilized Spear 0 Bow 0 Athletics 0 Riding -1 Streetwise -1 Bravery -1 Health 0 Customs (Rinliddi) 0 Wealth +2 Proud	1-6 Standard 1-2: ▽- ^⊕ 3-5: ⊕ -Phase 6-10: ☐⚔ Pelorian Wife/Civilized Spear -1 Bow -1 Gymnastics 0 Streetwise -1 Customs (Rinliddi) 0 Healing 0 Bravery -1 Health 0 Gymnastics 0 Knowledge -1 Riding +1 Wealth +2 Forgiving

D100	Culture	Male	Female
85-87	Sun Domer	1-8: Standard OY Sun Dome Templar/Civilized Spear 0 Shield 0 Sword -1 Athletics 0 Bravery 0 Health 0 Customs (Sun Domer) 0 Wealth +2 Proud	1-3: Standard □XIII Sun Domer Wife/Civilized Spear -1 Shield -1 Sword -2 Gymnastics 0 Customs (Sun Domer) 0 Persuasion 0 Healing 0 Modest
88-89	Sylilan	1-6 Standard 1-5: ●ᳵ 6-8: ᳵᳵ 9-10: ᳵᳵ Barbarian Farmer/Civilized Spear 0 Shield -1 Sword -1 Athletics 0 Health 0 Riding -1 Bravery -1 Customs (Sylilan) 0 Proud	1-5 Standard 1-5: ●ᳵ 6-8: □ᳵ 9-10: □X Steadwife/Civilized Spear -1 Shield -1 Shield -1 Gymnastics 0 Riding -1 Bravery -1 Health 0 Customs (Sylilan) 0 Gymnastics 0 Healing 0 Persuasion 0 Chaste
90-91	Talastaring	1-6: Standard 1-7: ᳵᳵ 8-10: ◐ -Phase ᳵ Barbarian Farmer/Settled Spear 0 Axe -1 Shield -1 Athletics 0 Customs (Heortling) 0 Running 1 Reckless	1-5: Standard 1-6: □X 7-10: ◐ -Phase X Steadwife/Settled Spear -1 Axe -1 Shield -2 Gymnastics 0 Customs (Heortling) 0 Persuasion 0 Gymnastics 0 Healing 0 Running 1 Prudent
92	Telmori	1-7: Standard ▼†ᳵ Hunter/Nomad Spear 0 Athletics 0 Unarmed 0 Health 0 Running 1 Bravery -1 Customs (Telemori) 0 Gymnastics 0 Violent	

D100	Culture	Male	Female
93-94	Unicorn Women	Always Female 1-7 Standard ♂ Herder/Nomad Mounted Spear 0 Axe 0 Riding 0 Health 0 Survival 0 Gymnastics 0 Customs (Praxian) 0 Bravery -1 Chaste	
95-96	Zarkosite	1-5: Standard ♀- ♀ Herder/Settled Running 1 Athletics 0 Spear 0 Shield 0 Axe -1 Customs (Zarkosite) 0 Lustful	1-5: Standard ♀- ♀ Steadwife/Settled Spear-1 Shield -1 Axe -1 Gymnastics 0 Running 1 Customs (Zarkosite) 1 Healing -1 Persuasion 0 Lustful
97-00	Zola Fel Riverfolk	1-7: Standard ♂ Fisher/Settled Water Life 0 Customs (Riverfolk) 0 Gymnastics 0 Stealth 0 Healing 0 Peaceful	

Background Keyword Non-Standard

Re-roll any result which is the same as the standard background or doesn't make sense because of gender/culture e.g. in Pelorian culture men can't be wives but with the appearance of the Lunar Empire women can be in male roles. In Orlanthi culture men and women can swap roles.

D100	Nomad	D100	Settled	D100	Civilized
01-15	Fisher	01-04	Fisher	01-04	Fisher
16-30	Gatherer	05-09	Healer	05-08	Healer
31-45	Healer	10-14	Herder	09-12	Herder
46-60	Herder	15-19	Hunter	13-16	Hunter
61-75	Hunter	20-23	Lawspeaker	17-21	Lawyer
76-90	Leader	24-28	Merchant	22-27	Merchant
91-00	Spirit Talker	29-33	Thane	28-32	Noble
		34-38	God-Talker	33-37	Soldier
		39-43	Mercenary	38-42	Mercenary
		44-48	Priest	43-47	Priest
		49-53	Skald	48-51	Apprentice Sorcerer
		54-58	Weaponthane	52-55	Bandit
		59-63	Crafter	56-60	Crafter

D100	Nomad	D100	Settled	D100	Civilized
		64-68	Entertainer	61-65	Entertainer
		69-72	Sage	66-70	Scholar
		73-77	Thief	71-74	Thief
		78-82	Bandit	75-78	Sailor
		83-87	Farmer	79-84	Farmer
		88-92	Steadwife	85-89	Citizen
		93-00	Barbarian Farmer	90-94	Citizen's Wife
				95-00	Pelorian Wife

Bonuses from Background Keyword

All these are increases to the basic skills gained and those gained from the cultural keyword. Some skills are listed in () and are increased to this value if currently below. Other skills show an increase from current value. Without a Talent in a skill it can't reach +2 so +1 is the maximum. A character can't take both options it is either an increase to the value in () or the increase not both in each skill. This is usually the profession the character took up as part of his/her family, as an apprentice or other trainee.

Background	Skills
Apprentice Sorcerer	Knowledge +1, Literacy (Own Language) (0) +1, if from Lunar Empire add Literacy New Pelorian (0) +1. Roll D10 on 1-7 Gain a Δ rune or moon phase at +1. This replaces another rune later. The character does not automatically count as a sorcerer.
Bandit	Cultural Weapons (0) +1, Gymnastics +1, Athletics +1, Running +1 unless has Riding at -1 or better in which case Riding +1, Stealth +1, Tactics +1, Perception +1
Barbarian Farmer	Customs - Culture +1, Athletics +1, Craft +1, Health +1, Wealth +1
Citizen	Customs - Culture +1, Leadership and Oratory +1, Knowledge +1, Literacy +1, Streetwise +1, Wealth +1
Citizen's Wife	Customs - Culture +1, Streetwise +1, Knowledge +1, Literacy +1, Arts +1, Wealth +1
Crafter	Customs - Culture +1, Knowledge +1, Devices +1, Streetwise +1, Craft (0) +1, Wealth +1, Roll D10: On 6+ Arts (0) +1 or on 9+ Arts +2.
Entertainer	Customs - Culture +1, Gymnastics +1, Knowledge +1, Perception +1, Persuasion +1, Stealth +1, Streetwise +1, Arts (0) +1
Esrolian Woman	Customs - Culture +1, Persuasion +1, Streetwise +1, Leadership and Oratory +1, Knowledge +1, Arts +1
Farmer	Customs - Culture +1, Craft +1, Athletics +1
Fisher	Water Life (0) +1, Perception +1
Gatherer	Customs - Culture +1, Healing +1, Perception +1, Survival (0) +1
God-Talker	Customs - Culture +1, Knowledge +1, Persuasion +1. +1 to one Rune. Wealth +1
Healer	Healing (0) +1, Knowledge +1, Perception +1
Herder	Customs - Culture +1, +1 to one cultural weapon, Perception +1, If has Riding -1 or better then Riding +1 otherwise Running +1
Horticulturist	Customs (Cultures) +1
Hunter	+1 to cultural one weapon, Perception +1, Survival +1, If has Riding -1 or better Riding +1 otherwise Running +1
Lawspeaker	Customs - Culture +1, Knowledge +1, Persuasion +1, Wealth +1
Lawyer	Customs - Culture +1, Literacy (Own Language) (0) +1, if from Lunar Empire also Literacy add New Pelorian (0) +1, Knowledge (0) +1, Persuasion +1, Leadership and Oratory +1, Streetwise +1, Wealth +2
Leader	Customs - Culture +1, Cultural weapons +1 and replace Axe (if possessed) with Sword, Riding +1, Knowledge +1, Persuasion +1, Tactics +1, Leadership and Oratory (0) +1, Bravery +1, Wealth +2
Mercenary	Perception +1, Stealth +1, Tactics +1, Bravery +1, Streetwise +1. Roll for unit type (D20) to get skills. 1. Spear (0) +1, Shield (0) +1, Sword (0), Athletics +1 2. Spear (0) +1, Sword (0), Shield (0) +1, Running +1

Background	Skills
	3. Spear (0), Sword +2, Shield +1 4. Sword (0) +1, Running +1, Shield (0) +1 5. Bow (0) +1, Running +1, Gymnastics +1 6. Bow (0) +1, Sword 0 7. Sling (0) +1, Running +1, Gymnastics +1 8. Spear (0) +1, Sword (0) +1, Running +1, Gymnastics +1, Shield (0) +1 9. Spear (0) +1, Sword (0) +1, Riding (0) +1 10. Spear (0) +1, Sword (0) +1, Shield (0) +1, Riding (0) +1 11. Bow +2, Sword (0), Riding (0) +1 12. Spear (0) +1, Sword (0) +1, Riding (0) +1 13. Mace +2 14. Axe (0) +1, Sword (0) 15. Spear (0) +1, Running +1, Gymnastics +1 16. Mace (0) +1, Shield (0) +1, Running +1, Gymnastics +1 17. Sword (0) +1, Shield (0) +1, Athletics +1 18. Spear (0) +1, Shield (0) +1, Sword (0), Riding +1 19. Axe +2, Sword (0) +1, Riding +1 20. Spear (0) +1, Shield (0) +1, Sword (0), Gymnastics +1
Merchant	Customs - Culture +1, If Civilized Literacy (Own Language) +1 and if from Lunar Empire add Literacy (New Pelorian) +1, If Settled Stealth +1, Persuasion +1, Streetwise +1, Wealth +2
Noble	Customs - Culture +1, replace any Axe with a Sword, Sword +1, Literacy (Own Language) (0) +1 and if from Lunar Empire add Literacy (New Pelorian), Knowledge +1, Arts +1, Gymnastics +1, Leadership and Oratory +1, Riding +1, Wealth +4
Pelorian Wife	Customs - Culture +1, Arts +1, Gymnastics +1, Knowledge +1, Streetwise +1
Priest	Customs - Culture +1, Literacy (Own Language) (0) +1 and if from Lunar Empire add Literacy (New Pelorian) (0) +1, Knowledge +1, Leadership and Oratory +1. +1 to one Rune, Wealth +1.
Sage	Literacy (Own Language) (0) +1, Knowledge (0) +1, Persuasion +1, Wealth +1
Sailor	Water Life (0) +1, Gymnastics +1, Perception +1, Streetwise +1
Scholar	Literacy (Own Language) (0) +1 and if from Lunar Empire add Literacy (New Pelorian) (0) +1, Knowledge +2, Wealth +1
Skald	Gymnastics +1, Running +1, Customs - Culture +1, Knowledge +1, Bravery +1, Arts (0) +1, Persuasion +1, Leadership and Oratory +2, Wealth +1
Soldier	If an Esrolian Male: Perception +1, Running +1 and increase all cultural weapons by +1. If an Esrolian Female: Perception +1, Bravery +1 and roll D10: 1-3: Spear (0) +1, Melee Attack (1H Axe) (0) +1, Gymnastics +1, Parry (Small Shield) (0) +1, Running +1 4-6: Axe +2, Running +1, Gymnastics +1 7-10: Mounted Spear (0) +1, Riding (0) +1 Others: Perception +1, Tactics +1, Streetwise +1, Bravery +1 and roll D20. 1-7: All Cultural Weapons (0) +1, Running +1 8. Spear (0) +1, Shield (0) +1, Sword (0), Bravery +1 9. Spear (0) +1, Sword (0), Shield (0) +1, Running +1 10. Spear (0) +1, Sword +2, Shield (0) +1 11. Sword +2, Running +1, Shield (0) +1 12. Bow +2, Running +1, Gymnastics +1 13. Bow +2, Sword (0) 14. Sling +2, Running +1, Gymnastics +1 15. Spear (0) +1, Sword (0) +1, Running +1, Gymnastics +1, Shield (0) +1 16. Mounted Spear (0) +1, Sword (0) +1, Riding (0) +1 17. Mounted Spear (0) +1, Sword (0), Shield (0) +1, Riding (0) +1 18. Mounted Bow +2, Sword (0), Riding +1 19. Mounted Spear (0) +1, Sword (0), Riding +2 20. Mace (0) +1, Shield (0) +1, Running +1, Gymnastics +1

Background	Skills
Spirit Talker	Knowledge +1, Persuasion (0) +1. Roll D10 on 1-7 has a ⚡ rune at +1 replacing another rune if necessary.
Steadwife	Customs - Culture +1, Healing +1, Persuasion +1
Sun Dome Templar	+1 to all cultural weapons, Bravery +1, Customs - Culture +1.
Sun Dome Wife	Customs - Culture +1, Persuasion +1, Healing +1
Thane	Replace Axe (if any) with Sword, +1 Sword and one other cultural weapon, Customs - Culture +1, Knowledge +1, Persuasion +2, Leadership and Oratory +1, Riding +1, Bravery +1, Wealth +2
Thief	Dagger (0) +1, Gymnastics (0) +1, Stealth (0) +1, Streetwise (0) +1
Weaponthane	Replace Axe (if any) with Sword, +1 Sword and other cultural weapons, Athletics +1, Perception +1, Tactics +1, Leadership and Oratory +1, Riding +1, Bravery +1

Runes

If a character already has some standard runes they need to be fitted in as Soul (must be an element, light or a moon phase), Power (must be a power or a beast rune) and as a Being rune. Roll randomly for the others. Re-roll opposites automatically unless the character has a moon phase and re-roll any that match the standard rune that the character didn't get. Also re-roll duplicates. Runes list some skills that a character gets unless s/he already has a better value in them. If a character has suffered a permanent -1 on a rune (as a result of returning from the dead) it costs 4 XP to remove it.

The character will have each soul trait on 1-6 on D10.

D6	Soul Rune	Traits	Skills
1	☯	Emotional, Proud, Violent	Sword 0
2	☯	Loyal, Constant, Chaste	Spear 0, Bow 0, Perception 0
3	☯	Mercurial, Deep, Arbitrary	Trident 0, Flail 0, Water Life 0, Persuasion 0
4	☯	Cruel, Cold, Deceitful	Mace 0, Stealth 0
5	☯	Prudent, Lustful, Industrious	Axe 0, Survival 0, Athletics 0
6	☯	Roll for phase	

The character will have each power trait on 1-8 on D10.

D10	Power Rune	Traits	Skills
1	†	Cold, Vengeful, Just	Athletics 0, Sword, Axe or Mace 0
2	☯	Generous, Worldly, Lustful	Health 0, Persuasion 0
3	III	Peaceful, Kind, Forgiving	Healing 0, Arts 0, Persuasion 0
4	☿	Mercurial, Faithless, Arbitrary	Persuasion 0, Streetwise 0
5	Υ	Honest, Just, Loyal	Perception 0, Knowledge 0, Bravery 0
6	♂	Deceitful, Frivolous, Superficial	Persuasion 0, Stealth 0
7	♂	Constant, Prudent, Industrious	Health 0, Bravery 0
8	♂	Mercurial, Reckless, Frivolous	Running 1, Athletics 0, Gymnastics 0
9	▼	If rolled randomly choose the animal sub-type for the rune. Skills depend on the sub-type. Choose 2 skills at 0 appropriate to the animal.	
10	Roll again. +1 chance of getting each trait.		

The character will have each being trait on 1-6 on D10.

D100	Being Rune	Traits	Skills	Opposite
01-04	†	Cold, Vengeful, Just	Athletics 0, Persuasion 0	☯
05-08	☯	Generous, Worldly, Lustful	Health 0, Persuasion 0	†
09-12	☯	Peaceful, Kind, Forgiving	Healing 0, Arts 0, Persuasion 0	☯
13-16	☯	Mercurial, Faithless, Arbitrary	Persuasion 0, Streetwise 0	☯

D100	Being Rune	Traits	Skills	Opposite
17-22	Y	Honest, Just, Loyal	Perception 0, Knowledge 0, Bravery 0	∴
23-26	∴	Deceitful, Frivolous, Superficial	Persuasion 0, Stealth 0	Y
27-30	△	Constant, Prudent, Industrious	Health 0, Bravery 0	∞
31-34	∞	Mercurial, Reckless, Frivolous	Running 1, Athletics 0, Gymnastics 0	△
35-39	▽	If rolled randomly choose the animal sub-type for the rune. Skills depend on the sub-type. Choose 2 skills at 0 appropriate to the animal.		
40-45	⊙	Roll for phase		
46-50	○	Modest, Pure, Loyal	Knowledge 0, Bow 0, Spear 0	●
51-54	☾	Emotional, Violent, Reckless	Axe 0, Mace 0	☾
55-58	☾	Mercurial, Faithless, Industrious	Bravery 0, Stealth 0	☾
59-60	*	Cold, Constant, Deep	Tactics 0, Knowledge 0	
61-62	✱	Violent, Selfish, Cruel	Stealth 0, Survival 0	
63-66	△	Constant, Just, Industrious	Knowledge 0	
67-69	π	Reckless, Mercurial, Superficial	All Skills -1	
70-72	✱	Emotional, Wordly, Loyal	Customs (Choose Two) 0, Streetwise 0	
73-75	℞	Deep, Selfish, Cold		
76-79	℞	Proud, Just, Cold	Leadership and Oratory 0, Persuasion 0,	
80-83	†	Wordly, Generous, Lustful	Health 0, Survival 0, Water Life 0	
84-87	↑	Industrious, Worldly, Prudent	Athletics 0, Leadership & Oratory 0	
88-91	✱	Mercurial, Arbitrary, Cruel		
92-95	†	Faithless, Forgiving, Modest	Persuasion 0, Streetwise 0, Customs (Choose Two) 0	
96	☾	Emotional, Proud, Violent	Sword 0	
97	☾	Loyal, Constant, Chaste	Spear 0, Bow 0, Perception 0	
98	✱	Mercurial, Deep, Arbitrary	Trident 0, Water Life 0, Persuasion 0	
99	●	Cruel, Cold, Deceitful	Mace 0, Stealth 0	☾
00	□	Prudent, Lustful, Industrious	Axe 0, Survival 0, Athletics 0	☾

Each moon phase embodies certain runes which it can replace.

D8	Moon Phase	Traits	Skills and Effects
1	● Crescent Come	Proud, Violent, Chaste	Spear 0, Sword 0, Survival 0, Embodies ☾ but not the middle air.
2	● Crescent Go	Worldly, Lustful, Prudent	Healing 0, Persuasion 0, Leadership & Oratory 0, Axe 0, Survival 0, Health 0, Embodies ☾
3	● Dying	Cold, Forgiving, Deep	Bravery 0, Knowledge 0, Healing 0, Arts 0, Persuasion 0, Embodies III✱
4	● Black		Roll another moon phase as well. The character is Illuminated and is a Natural.
5	● Empty Half	Just, Vengeful, Loyal	Sword 0, Tactics 0, Mace 0, Stealth 0, Athletics 0, Persuasion 0, Embodies ●†
6	● Full Half	Reckless, Pure, Frivolous	Persuasion 0, Stealth 0, Perception 0, Spear 0, Bow 0, Running 1, Athletics 0, Gymnastics 0, Embodies ☾∞
7	⊙ Full	Pure, Cold, Peaceful	Knowledge 0, Bravery 0, Gymnastics 0, Perception 0, Persuasion 0, Stealth 0, Spear 0, Bow 0, Arts 0, Healing 0, Embodies Y:⊙
8	⊙ Blue Moon	Deceitful, Deep, Constant	Stealth 0, Perception 0, Persuasion 0

Each rune has a modifier.

D10	Value
1	-2
2-3	-1
4-7	0
8-9	+1
10	+2

Cults

The following is a list of Rune Cults that a character could be a member of. A player can choose to join one of these cults if s/he meets the requirement for membership of the type required. Some cults list special requirements. If in brackets it is not an actual requirement but failing to meet it would make a character be unusual. Some cults list skills which are gained at 0 if the character becomes an initiate and doesn't currently have a better skill. Some cults have sub-cults which can be worshipped only to members of the main cult. These give a limited range of abilities and list a rune the character must have to join the sub-cult. Some of these sub-cults are also listed separately have separate rows because a character can join them as their own separate cult or as an allied cult as well as a sub-cult e.g. from Orlanth/Mastakos, Orlanth/Barntar.

Cult	Description	Runes
Aldrya	Goddess of the Primal Forest, Goddess of the Elves, Ruler of the Woods, Queen of the Aldryami, <i>Major Rune Cult</i> , <i>Requirement: (Aldryami)</i> . Bow or Sling 0. Companion: elf bow, plant.	†□Σ
Annilla	Goddess of the Blue Moon, Goddess of Tides, Keeper of Mysteries, Sister of Lokarnos, The Bat Winged, <i>Major Rune Cult</i> , <i>Uz Spirit Society</i> , <i>Lunar Spirit Society</i> , <i>Ancient Moon Goodess</i> . Stealth 0. Companion: bat, stone from the Blue Moon Plateau.	●⊕⌘ – Blue Moon
Antirius	God of Justice, Keeper of Law, Keeper of Contracts, Seer with a Thousand Eyes, Giver of Wisdom, Receiver of the Goddesses, Lord of Hospitality, Lord of Oaths, God of Nobles, The New Sun, The Revealer, Protector of Emperors, Portion of Yelm, <i>Major Rune Cult</i> . <i>Requirement: (Noble)</i> . Knowledge 0. Companion: hawk, bow.	⊙ΥΔ
Arakang	King Bear of Arir, The Upright, The Wise, <i>Rune Cult</i> . Leadership and Oratory 0. Companion: bear, bear totem.	▽-⤵ ⌘
Aranea	Goddess of Spiders, Grandmother of Spiders <i>Rune Cult</i> , <i>Uz Spirit Society</i> , <i>Praxian Spirit Society</i> . Stealth 0. Companion: spider, obsidian amulet. <i>Requirement: friend of spider spirits, enemy of insect spirits</i> .	● ▽ ⌘
Argan Argar	God of Surface Darkness, God of Trade, Messenger and Translator, Surface Ruler, <i>Major Rune Cult</i> . Persuasion 0. Companion: rat, lead bracelet. Nightcult: cult of the Kitori and Holy Country Humans ● members can join the Black Arkat Sorcery School if they have Δ The Only Old One: Ezkankekko or Kimantor ● The Loyal Household: ††	⌘●††
Arira	Goddess of Girls, Maidens, and Innocence, <i>Rune Cult</i> , <i>Life Stage Cult (1)</i> . <i>Requirement: Virgin (Female)</i> . Persuasion 0. Companion: mouse, bracelet.	○III
Asrelia	Goddess of the Earth's Wealth, Hoarder, Grandmother of Wealth, <i>Major Rune Cult</i> , <i>Life Stage Cult (3)</i> . <i>Requirement: (Female)</i> . Knowledge 0. Companion: dog, gold coin necklace.	□Σπ
Atyar	The Knowledge Thief, Chaos God of Occult Thieves, <i>Rune Cult</i> . Stealth 0	⌘Υ
Avivath	Hastatus, Spear Man, Sun Spear, <i>Rune Cult</i> . Spear 0. Companion: spear, hawk.	⊕†
Baba Ulorda	Father of the Agamori, Lodril, <i>Praxian Spirit Society</i> . <i>Requirement: (Agamori)</i> .	⊕

Cult	Description	Runes
Babeester Gor	Earth Avenger, Temple Guardian, Goddess of Revenge, Goddess of Terror, The Avenging Daughter, Corpse Born, Goddess of the Axe, Blood Drinker, <i>Rune Cult. Requirement: Female, Unmarried.</i> Axe 0. Companion: axe, bloodstone amulet.	☐†
Bagog	Scorpion Goddess, Queen of the Scorpion People, Eater, <i>Rune Cult, Chaos Spirit Society.</i> Companion: scorpion, scorpion amulet.	☿ ♀- ☿
Barntar	Orlanthi Ploughman and Farmer, The Honest Carl, <i>Rune Cult. Requirement: (Male).</i> Craft (Ploughing) 0. Companion: plough amulet, ox.	☿
Basmol	Hsuncheon Lion God, The Berserker, Enemy of Tada, <i>Hsuncheon Spirit Society. Requirement: (Basmoli).</i>	♂-☿
Biselenslib	Goddess of Alkoth, Long-Legged, The Uncovered, Rice Field Goddess, <i>Rune Cult.</i> Customs Dara Happan 1. Companion: sickle.	☐X
Bisos	Pelandan Bull God, The Good God, The Provider, The Fighter, Returns to Life, The Divine Mediator, <i>Rune Cult.</i> Sword 0. Companion: bull, sword.	☿X
Black Fang	The Bandit, Murderer for Hire, <i>Rune Cult, Spirit Society.</i> Stealth 0	☿I
Brastalos	Goddess of Calm Air, Goddess of Clear Air, Inside of Orlanth, Eye of the Storm, <i>Rune Cult.</i> Persuasion 0. Companion: necklace.	☿III
Brother Dog	Hunting Dog Spirit, <i>Jajaloring Spirit Society, Praxian Spirit Society</i>	♂-☿
Burners	Fire Spirit Society, The Many Friends, <i>Praxian Spirit Society. Requirement: (Praxian)</i>	☉
Busenari	Goddess of Cattle, Finger Goddess, <i>Rune Cult.</i> Own Customs +1. Companion: cow, cattle goad.	♂-☿ X
Buserian	Scribe and Sky Watcher, Yellow God, God of Priests, Master of Insight, Keeper of the Frame, God of Scribes, <i>Rune Cult.</i> Literacy Dara Happan 0. Companion: pen.	Y△
Cacodemon	God of Lawlessness and Ogres, <i>Rune Cult.</i> Persuasion 0	☿I
Caladra and Aurelion	Volcano Twins, Gods of Volcanic Fertility and Harmony, <i>Major Rune Cult.</i> Spear 0. Companion: volcanic rock amulet.	☉III X
Cannibal Cult	Man Eater Spirit Society, <i>Praxian Spirit Society Requirement: (Praxian)</i>	☿
Chalana Arroy	Erissa, Goddess of Healing, The White Goddess, Lightbringer, <i>Major Rune Cult, Requirement: Pacifist Except vs Chaos.</i> Healing 0. Companion: butterfly, medicine box. Subcults: Sisters of Mercy: Minor Healing Goddesses III	III X III
Chalk Man	Hill Spirit, <i>Heortling Spirit Society</i>	☐⌘
Chaos Spirit Tradition	<i>Chaos Spirit Tradition</i>	☿
Daka Fal	Praxian Judge of the Dead, Keeper of the Courts of Silence, <i>Praxian Spirit Society</i>	☿☿☿
Danfive Xaron	Bridge of the Seeker, Gatekeeper, Lunar New God of Penitents, The Savage Guardian, One of the Seven Mothers, <i>Lunar New God, Requirement: Penitent (Ex Criminal).</i> Bravery 0. Companion: chain.	☉
Daxdarius	Pelandan War God, Hoplite God, God of Victory, <i>Rune Cult.</i> Spear 0, Shield 0. Companion: shield.	III†
Dayzatar	God of the Sky and Above, All Seeing God of Truth, God of Invisible Wisdom, Star Seer, Master of Truth, <i>Major Rune Cult.</i> Literacy Dara Happan 0. Companion: crystal sphere.	Y☉Y
Deezola	The Binder Within, Keeper of Vows, Avenger of Wrongs, the Unshakeable One, New Lunar Goddess of Healing, One of the Seven Mothers, <i>Lunar New God, Life Stage Cult (2).</i> Healing 0, Persuasion 0. Companion: dove, moonrock amulet.	☉X
Dendera	The Good Wife, Wife of Yelm, Goddess of Virtue, Spindle Goddess, Great Lady of Heaven, <i>Rune Cult, Life Stage Cult (2).</i> Requirement: Female. Customs Dara Happan 1, Persuasion 0. Companion: spindle, hearth stone.	☉III
Denegaria	Provaria, The Daughter, Goddess of Spring, Goddess of Virginity, Goddess of All That Will Be, <i>Life Stage Cult (1).</i> <i>Rune Cult. Requirement: Female Virgin.</i> Persuasion 0. Companion: belt.	☐X
Deneskerva	Great Sister of the Red Emperor, Teacher of Illumination, Balance of the Empire <i>Lunar New God. Requirement: Female.</i> Leadership and Oratory 0. Can be approached with any moon phase as part of the process of becoming illuminated as she provides one of the paths to illumination. Companion: moon rock amulet.	☉ Black Moon

Cult	Description	Runes
Deshkorgos	Keeper of the Fourth Underworld, The Monster Man, Guardian of the Gates of Hell, <i>Rune Cult</i> . Mace 0. Companion: underworld demon, mace.	●†
Deshlotralas	Keeper of the Third Underworld, Bearer of the Bone of Power, <i>Rune Cult</i> . Mace 0. Companion: bone.	●△
Dew Maid	Dew Spirit, <i>Praxian Spirit Ally</i> . <i>Requirement: make sure no one sees Dew Maid</i> .	≍III
Doburdun	God of Thunder and Lightning, <i>Rune Cult</i> . Mace 0, Throwstick 0. Companion: throwstick.	Ⓖ†
Donander	Divine Musician, God of High Music, Source of Music, God of Primal Music, <i>Rune Cult</i> . Arts (Music) 0. Companion: musical instrument.	III.:
Dormal	Sailor God, God of Opening the Way, The Sea Trader, <i>Sorcery School</i> , <i>Common Religion</i> . Water Life 0. The Common Religion of Dormal provides the Opening Ritual as Common Magic.	†≍
Durbadath	Lion of Dara Happa, Hunter in the Celestial Forest, <i>Rune Cult</i> . Survival 0. Companion: lion, lion totem.	▼-☞□
Earth Tradition	<i>Earth Spirit Society</i>	□
Earth Witch	Serdrodosa, <i>Earth Spirit Society</i>	□
Eiritha	Praxian Herd Mother, Herd Beast Goddess, Protectress, <i>Praxian Spirit Society</i> , <i>Rune Cult</i> . <i>Requirement: (Female Praxian)</i> . Survival 0. Companion: herd animal, herd animal totem.	▼-☞☒
Elmal	Orlanthi Little Sun, Light in the Darkness, Loyal Thane, The Light Over Kero Finn, Lost Sun, Traitor Sun, <i>Rune Cult</i> . <i>Requirement: Male (Orlanthi)</i> . Spear 0. Companion: spear. Anatyr: <i>the chief</i> Y Hyalor: <i>horseman</i> ☉ Redalda: horse goddess ☉. <i>Requirement: Female (Orlanthi)</i> . Allows women to join cult. Rigsdal: night watchman Y	☉Y
Engizi	God of the First River, <i>Rune Cult</i> . Water Life 0. Companion: fish, bluestone amulet.	≍℞
Entekos	Queen of the Air, Goddess of the Right Air, Mother of Moons, Goddess of Calm, Lady of Summer Air, Beloved Goddess, <i>Major Rune Cult</i> , <i>Life Stage Cult</i> (2-3). Persuasion 0. Companion: swallow, silver bracelet. Subcults: Doburdun: God of Thunder and Lightning Ⓖ Shafesora: Beloved Goddess of Rain Ⓖ	ⒼIII☉
Erantha Gor	Axe Goddess, War Woman, <i>Rune Cult</i> . <i>Requirement: Female</i> . Axe 0. Companion: axe.	☞†
Ernalda	Earth Queen, Wife of Many, The Green Lady, Mother of Vengeance, Maker of Kings, Binder, Giver of Customs, Mother of Barbarians, Mother of Demons, Sesaradeva the Scarlet Serpent. <i>Greater Rune Cult</i> , <i>Life Stage Cult</i> (2). <i>Requirement: (Female)</i> . Persuasion 0. Companion: pig, basket. Subcults: Asrelia: Hider of Wealth, Old Woman □ Bevara: Stretcher and Sticker, First Aid Goddess III Enferalda: The Supporter, Strength and Endurance for Others □ Esrola: Manifest Earth ☒ Esrola Uleria: Goddess of Physical Love ☒ Flamal: father of seeds ☒ Mother Ernalda: Community Goddess III Kadone: The Grounder □ Kev: Goddess of Omens □ Maran: Earthshaker □ Orane: Golden Necklace, Goddess of Beauty ☒ Orventilli: The Peacemaker III Roitina: The Cermonalist III Talosa: Snake Goddess □ Ty Kora Tek: Goddess of the Dead □	☒☞□III
Ertelenari	Bear Goddess, Mother Bear, Girls Goddess of Arir and Anadiki, <i>Rune Cult</i> , <i>Life Stage Cult</i> (2). <i>Requirement: (Female)</i> . Persuasion 0. Companion: bear, bear totem.	▼-☞ □

Cult	Description	Runes
Esra	Barley Mother, <i>Rune Cult, Life Stage Cult (2)</i> . Own Customs +1. Companion: sickle.	☐†
Esrola	Goddess of the Physical Earth, The Manifest Earth, Mother of Grains, <i>Rune Cult, Life Stage Cult (2)</i> . Own Customs +1. Companion: basket.	⌘☐
Etyries	Messenger of the Gods, Herald of the Moon, Lunar Goddess of Trade and Communication, The Pathfinder, <i>Lunar New God</i> . Persuasion 0. Companion: mule, pot.	♠‡
Eurmäl	Rakenvæg, Trickster, Fool, Liar, Hare Man, Carrot God, God of Trickery, God of Deceit, The Deceiver, The Betrayer, <i>Major Rune Cult</i> . Stealth 0	..I..
Evening Star	Evening Star Spirit, <i>Praxian Spirit Ally, Lunar Spirit Ally</i> . Requirement: join or ally with no darkness or chaos cults.	☾
Everina	Rice Goddess, <i>Rune Cult, Life Stage Cult (2)</i> . Own Customs +1. Companion: sickle.	☐†
Flamal	God of Vegetation, Father of Seeds, <i>Major Rune Cult</i> . Stealth 0. Companion: plant, seed.	†III†
Flintnail	Stone Mason of Pavis, <i>Sorcery School</i>	♂
Foundchild	Hunter Spirit, <i>Praxian Spirit Society, Hsuncheon Spirit Society, Jajaloring Spirit Society</i>	†III
Frog Woman	Frog Spirit, <i>Praxian Spirit Ally</i>	≈ᚿ
Gamara	Redalda, Horse Goddess, Servant Goddess, The Armless Howler, Horse-Loving, the Shorn Goddess, <i>Rune Cult</i> . Ride (Horse) 0. Companion: horse, saddle.	☉ᚿ
Gargrath	The Wild Hunter, <i>Spirit Society, Rune Cult</i> . Sword 0. Companion: sword.	☞I
Gark	The Calm, God of Eternal Peace, Eternal Life and Zombies, <i>Rune Cult</i> . Persuasion 0. Companion: skull, zombie.	☛♂
Gerendetho	The Spear Shaper, Raiser of Hills, Father of Mountains, the Long Runner, the Old Hunter, <i>Rune Cult</i> . Spear 0. Companion: spear.	☐↑
Gerra	Goddess of Suffering, Releaser of Grief, Goddess of Endurance, Goddess of Sorrow, <i>Ancient Moon Goddess, Life Stage Cult (2-3)</i> . Bravery 0. Companion: stone.	IIIA/●♂ Dying Moon
Good Shepherd	Shepherd Spirit, Praxian Spirit Ally, <i>Praxian Spirit Ally</i> , Requirements: member of Eiritha Spirit Society	⌘
Ghost Darters	Ghost Fighters, The Hidden Paths, <i>Praxian Spirit Society</i> . Requirement: (Praxian)	✕
Goarakiki	Mother of Insects, <i>Spirit Society, Rune Cult</i> . Ride (Insect) 0. Companion: insect.	● ▽ - e.g. varies 🦋👁️ 🦟 ⚔️
Gorgorma	Goddess of Horror, Mother of Nightmares, Keeper of Secrets, Terror, <i>Rune Cult</i> . Requirement: Female or male eunuch, female members must ritually scarify their bodies, worshippers can't be members of any fertility, light or harmony cult. Mace 0. Companion: raven, raven amulet.	● I
Grandfather Baboon	Baboon Father, <i>Praxian Spirit Society</i> . Requirement: (Baboon)	✕𪗇
Granny Vo and Uncle	Power of Nature Before Man, <i>Heortling Spirit Society, Earth Spirit Society</i> . Requirement: (Orlanthi)	*
Great Rhino	Praxian Spirit Society, <i>Spirit Society</i> . Requirement: (Praxian)	▽ - 🐘 ☐
Gustbran	Smith God, Bonfire God, Lowfire, Source of Many Torches, <i>Rune Cult</i> . Craft (Redsmith) 0. Companion: smith's tool. firestarter.	☉ᚿ
Hsuncheon Spirit Tradition	Animal Cults, <i>Hsuncheon Spirit Tradition</i>	▽
Heler	Rain God or Goddess of the South, Servant of Orlanth, Loyal God, The Shapechanger, God of Mists, The Blue God, The Blue Woman, The Blue Ram, Shepherd God, <i>Rune Cult</i> . Trident 0. Companion: trident, bluestone amulet. Subcults: Engazi (Lorion): Skyriver Titan ≈ Lord of the Golden Tear: ≈ Tarena: The Blue Woman, Mother of Clouds ≈ Uroth: The Blue Ram ᚿ	≈ᚿ
Hell Witches	Controllers of Spirits of the Underworld, <i>Lunar Spirit Society</i>	●● Dying Moon

Cult	Description	Runes
Helpwoman	Gatherer Goddess, Nomad Camp Goddess, The Matron, Old Woman, <i>Praxian Spirit Society</i> , <i>Hsuncheon Spirit Society</i> , <i>Jajaloring Spirit Society</i>	ⅩⅢ
Hidden Ancestor	Moon Spirit Society, The Many Friends, <i>Praxian Spirit Society</i> , <i>Lunar Spirit Society</i> . <i>Requirement: (Praxian)</i>	⊙⊙
Himile	Uz God of Cold, Lord of Ice Daemons, <i>Uz Spirit Society</i> , <i>Rune Cult</i> . Survival 0. Companion: ice daemon, ice amulet.	●△
Hon-eel	The Artess, the Dancer, Goddess of Tarsh and the Redlands, Goddess of Maize, Fertility and Rebirth, The Red Earth, Third Inspiration of Moonson, <i>Lunar New God</i> , <i>Life Stage Cult (2)</i> . Gymnastics 0, Persuasion 0, Arts 0. Companion: sickle, sickle amulet.	●Ⅹ
Horned Man	Father of Shamans, <i>Praxian Spirit Society</i> , <i>Hsuncheon Spirit Society Requirement: Shaman</i> .	ᚠᚢᚠ
Humakt	God of War and Death, Separator and Divider, Guardian of Hell, God of Endings, Keeper of Oaths, Slayer of Men, Deathbringer, <i>Major Rune Cult</i>. <i>Requirement: (Unmarried, Childless, Not a Farmer)</i>, <i>Receive a Gift and a Geas on Initiation and another on becoming a Devotee. Never come back from the dead.</i> Sword 0. Companion: sword. Subcults: Indrodar Greydog: Enemy of Undead† Ingenew Redson: Swordsmith: Craft (Swordsmith) 0 † Yan Starcere: Protector † Gifts and Geases: these are a list of gifts with the associated geases: +1 (T) in Sword: Never use weapons other than swords and daggers - B2 in Bravery, Craft (Swordsmith), Persuasion (Intimidation), Perception (Spot Ambush) or Tactics: silent on one Freezeday each week including casting spells or common magic. +1 Death or Truth rune: sacrifice 4 unspent XP to Humakt each High Holy Day. - Choose a specific sword which then has B3 on breakage saves: never lie. - Gain the special characteristic Sixth Sense: never participate in an ambush. - Health (Resist Poison) and Health (Resist Disease) B2: never use poison. - Gain the ability to use Detect Undead at will with no test or cost: an initiate can only use cult rune magic – no common magic, spells etc (like a devotee). A devotee can use no magical items not specifically associated with the cult. - Choose a specific sword to deal B2 damage: magic which heals Hurts or Wounds caused by spells, common magic, spirits or charms doesn't work on the character. - Choose a specific sword which will cause an extra Hurt if it causes any Hurts: magic which heals Hurts or Wounds caused by Rune Magic or Glamours doesn't work on the character. - Choose a specific sword which puts opponents at P2 when rolling on the Wound Table: can't wear Heavy or Extra Heavy Armour. - B1 when rolling to recover from Stunned: drink no alcohol. - Gain a Rune Point: never refuse a challenge to single combat.	†Y†
Hwarin Dalthippa	The Conquering Daughter, Goddess of the Lunar Provinces, Goddess of Roads, Goddess of Jilaro, Ruler of Barbarians, Goddess of Victory, Goddess of Crafts, The Builder, <i>Lunar New God</i> . Craft 0, Leadership and Oratory 0. Companion: spear, shield, distaff.	●ᚢ
Hyraos	God of the Harp, The Musician, <i>Rune Cult</i> . Arts (Music) 0. Companion: harp.	ⅢⅢ⊙
Ikadz	God of Torture, <i>Rune Cult</i> . Craft (Torture) 0. Companion: torturer's tool.	ᚠY
Inora	Goddess of the Mountain Top Winter, White Princess, <i>Rune Cult</i> , <i>Praxian Spirit Ally</i> , <i>Heortling Spirit Ally</i> . Survival 0. Companion: snow alynx.	ᚠ△
Iphara	Goddess of Fog, <i>Rune Cult</i> . Stealth 0. Companion: silver amulet.	ᚠ∴
Iphigios	The Crafter, <i>Lunar New God</i> . Arts 0, Craft 0. Companion: craft tool.	ᚠ∴
Irippi Ontor	The Brown Man, First Arrow of Light, Lunar New God of Wisdom and Learning, Master of Secrets, One of the Seven Mothers, <i>Lunar New God</i> . Literacy New Pelorian 0. Companion: moon rock amulet, scroll.	ᚠY or ᚠ∴ both if illuminated

Cult	Description	Runes
Issaries	Orlanthi God of Trade, The Talking God, God of Exchange, Patron of Travellers, God of Speech and Poetry, Lord of Orators and Wit, God of Weights and Measures, Escort of the Dead, Lightbringer, <i>Major Rune Cult</i> . Persuasion 0. Companion: staff, mule Subcults: Harst: God of Bartar, Bargainer 𐌹𐌺 Garzeen: The Middleman, Shopkeeper 𐌹𐌺 Goldentongue: God of Wandering and Travel 𐌹𐌺 Thereitorio: the Herald. The Messenger 𐌹𐌺	𐌹𐌺𐌹𐌺
Jagagappa	Catcher of Souls, Hunter of the Dead, Net Keeper, Dog-Headed, <i>Rune Cult, Jajaloring Spirit Society</i> . Companion: net, dog.	𐌹𐌹𐌹𐌶
Jajaloring Spirit Tradition	<i>Jajaloring Spirit Tradition</i>	𐌹𐌹𐌹
Jakaleel the Witch	The Spindle Hag, One of the Seven Mothers, Mistress of Black Magic, Keeper of Secrets and Source of Mastery, Seeker in the Darkness, Source of Misery, <i>Lunar New God, Lunar Spirit Society</i> . Requirements: Member of Lunar Spirit Tradition. Knowledge 0. Companion: lunar spirit.	☉☒ Dying Moon
Jar-eel	The Razoress, Incarnation of the Red Goddess, <i>Lunar New God</i> . Sword 0. Companion: scimitar.	☉†
Kana Poor	Scribe of Time, Wielder of Age, The Chronomancer, Third Arrow of Light, <i>Lunar New God</i> . Knowledge 0. Companion: chronometer.	☉Υ
Kastok	Cavalry God of Dara Happa, Cavalry General, Fighter of the Nomads, <i>Rune Cult</i> . Ride (Horse) 0, Spear 0, Bow 0. Companion: bow, horse.	☉𐌺
Kero Fin	Goddess of Dragon Pass, Mother of Orlanth, Goddess of Rule in Dragon Pass, Mother of Mountains, <i>Rune Cult, Life Stage Cult (2)</i> . Leadership and Oratory 0. Companion: stone. Subcults: The Desired One: power of sovereignty over Dragon Pass. <i>Requirement: ruler or potential ruler of Dragon Pass</i> Ganval: elemental ruler, enemy of wolves. <i>Requirement: hate wolves, Telmori and wolfrunners</i> . 𐌺 Lady of the Wild: mother of the wilderness. ☐ Inora: goddess of the mountain top winter. ☐ Sorana Tor: goddess of human sacrifice. 𐌺	☐𐌺
Kolat	Orlanthi Wind Spirit Cult, <i>Heortling Spirit Tradition</i>	☉☒
Koveria	Goddess of Grandmothers and Old Women, <i>Rune Cult, Life Stage Cult (3)</i> . <i>Requirement: (Female)</i> . Knowledge 0. Companion: staff.	☉𐌹𐌹
Krasht	Goddess of Hunger and Intrigue, The Waiting Mouth, <i>Rune Cult</i> . Stealth 0. Companion: none.	𐌹𐌶
Krjalk	Lord of Monsters, The Traitor, <i>Rune Cult</i> . Sword 0. Companion: chaos monster	𐌹𐌺
Kyger Litor	Mother of Trolls, Ancestress, Ruling Goddess, <i>Uz Spirit Tradition, Major Rune Cult</i> . <i>Requirement: (Uz)</i> . Customs Uz 0. Companion: beetle, armour.	☒☉𐌹
Lanbril	God of Thieves, The Faceless God, <i>Rune Cult</i> . Stealth 0. Companion: none.	𐌹.:
Lightning Boy	Lightning Spirit, <i>Praxian Spirit Ally</i>	☉
Local Spirit	Spirit of a local feature – <i>Spirit Society</i> .	Varies
Lesillia	Blue Moon Mother, Incarnate Moon, Queen of Mernita, <i>Ancient Moon Goddess, Life Stage Cult (2)</i> . Health 0. Companion: blue beads.	☐☒/☉☒
Lhankor Mhy	Orlanthi Knowledge God, Seeker and Sage, Keeper of Laws, Scribe of the Immortals, Graybeard, Lightbringer, <i>Rune Cult</i> . <i>For characters with the Δ rune acts also acts as a Sorcery School</i> . Literacy Own Language 0. Companion: pen. Subcults: The Grey Ones: Mapmakers, Documents Copiers Υ Difar Deepsighted: Evaluator Υ Irnar: Lawspeaker Υ Wild Sages: Explorers Υ	ΔΥ

Cult	Description	Runes
Lodril	God of the Warm Earth, Spear God, Volcano God, Veskarchan, Broad and Strong Master of Labour, Wide God of Earth and Below, God of Fire, Father of the Lowfires, Baba Ulodra, <i>Major Rune Cult</i> . Spear 0, Health 0. Companion: obsidian amulet.	ᚱᚰᚲ
Lokarnos	God of Transport and Trade, God of Merchants, Waggon God, Bringer of Sacrifices, <i>Rune Cult</i> . Ride (Waggon) 0. Companion: gold coin, waggon.	ᚰᚱ
Lorion	God of the Celestial River, Skyriver Titan, Invader of Heaven, <i>Rune Cult</i> . Flail 0. Companion: flail, blue stone amulet.	ᚰᚾ
Lunar Spirit Tradition	Dying Moon Phase, <i>Lunar Spirit Tradition</i>	● Dying Moon
Magasta	Lord of the Sea, The Moving Force, King of the Sea Gods, <i>Great Rune Cult</i> . Initiate of an <i>Allied Sea Cult</i> . Trident 0, Flail 0, Water Life 0. Companion: shark, net.	ᚱᚾᚾᚠ
Mahaquata	Bat Winged, Goddess of Death, The Black Bat, <i>Rune Cult</i> . Stealth 0, Mace 0, Dagger 0. Companion: bat, dagger.	ᚠ●
Mahome	Hearth Goddess, Campfire Goddess, One of the Lowfires, <i>Rune Cult</i> , <i>Praxian Spirit Society</i> , <i>Earth Spirit Society</i> , <i>Jajaloring Spirit Society</i> , <i>Hsuncheon Spirit Society</i> . Own Customs +1. Companion: Firestarter, hearth stone.	ᚰᚰᚰ
Mallia	Mother of Disease, One of the Unholy Trio, Bringer of Chaos, <i>Chaos Spirit Society</i>	●ᚠᚱ
Maran Devor	Mace Goddess, War Woman, <i>Rune Cult</i> . Mace 0. Companion: mace.	ᚰᚠ
Maran Gor	Goddess of Earthquakes and Destruction, Goddess of the Cold Earth, Goddess of Quakebeasts, Goddess of Fighting, She of the Axe and the Club, <i>Rune Cult</i> . Requirement: <i>Unmarried Childless Female or Eunuch</i> . Axe 0, Mace 0. Companion: axe, mace.	ᚰᚲ
Mastakos	Charioteer of the Gods, <i>Rune Cult</i> . Ride (Chariot) 0, Running 1. Companion: none.	ᚱᚱ
Mee Vorala	Goddess of Fungi, <i>Rune Cult</i> . Craft (Cultivate Fungus) 0. Companion: fungus.	●ᚠ
Mistress Calm	Calm Air Spirit, <i>Praxian Spirit Ally</i>	ᚰᚰᚰ
Molonni	The Calm Air, The Unmoving, Mother of Drought, <i>Rune Cult</i> . Companion: silver amulet.	ᚰᚰ
Monkey King	Monkey Spirit Society, <i>Praxian Spirit Society</i> . Requirements: (Praxian)	ᚱ-ᚱᚱᚱ
Morning Star	Morning Star Spirit, <i>Praxian Spirit Ally</i> , <i>Lunar Spirit Ally</i>	ᚰ
Mostal	The Maker, The World Machine, <i>Sorcery School</i> . Requirements: (Mostali)	ᚰᚰᚰ
Natha	Mistress of Balance, Ruler of the Second Underworld, Goddess of the Empty Half, Destroying Avenger, Mother of Assassins, She of the Knife and the Bell, The Red and Black Goddess, <i>Ancient Moon Goddess</i> . Sword 0, Dagger 0. Companion: bell, knife.	●ᚠ/●ᚠᚠ
Naveria	Goddess of Women, Wife of the Red King, Traveller, Slayer of Ko, Queen of the Red City, The Renewer, <i>Major Rune Cult</i> , <i>Life Stage Cult (1-2)</i> . Requirements: (Female). Spear 0. Companion: staff, sparrow.	ᚰᚱᚱ
Nysalor	The Bright One, God of Illumination, <i>Worshipped by Default by Illuminates but has no other effects</i> . Persuasion 0, Knowledge 0. Companion: none.	●ᚱᚱ . Black Moon.
Oakfed	Wildfire God, One of the Lowfires, <i>Heortling Spirit Society</i> , <i>Praxian Spirit Society</i>	ᚰᚲ
Odayla	Orlanthi Bear God, Hunter God, The Deep Hunter, <i>Rune Cult</i> . Survival 0. Companion: bear, bear totem.	ᚰ ᚱ-ᚱ
Orogeria	Wild Huntress, Keeper of the Wild, Goddess of the Ascending Blue Moon, Keeper of Life and Death, Great Huntress, Ulurda, <i>Ancient Moon Goddess</i> , <i>Life Stage Cult (1)</i> . Survival 0. Companion: bow, falcon.	ᚠᚱ/ᚠᚠᚱ
Oria	Goddess of Fertility and Life, Mother of Many, Great Goddess of Peloria, Goddess of Success, Banisher of Winter, <i>Major Rune Cult</i> , <i>Life Stage Cult (2)</i> . Own Customs +1. Companion: copper bracelet.	ᚱᚰᚱ
Orlanth	King of Storms, The Thunderer, The Rebel, God of Raids, God of Warriors, Bringer of Death, God of Murder, Defthands, Disruptor, Breaker of Bonds, Hurler of Thunderbolts, The Thief, Horse-Binder, Lightbringer, Karborn Father of Bears. <i>Greater Rune Cult</i> . Requirement: Male. Sword 0. Companion: sword, alynx. Subcults: Barntar: Ploughman ᚰ or ᚱ Dar: Chief ᚱ Requirement: clan chief Desemborth: Thief ᚱ Destor: Warrior ᚱ	ᚰᚱᚱᚱ

Cult	Description	Runes
	Finnovan: Raider Hedkoranth: Thunderstone Helamakt: Fighting Wind Heler: rain god Mastakos: god of travel and motion Niskis: Lover Orlanth Rex: King <i>Requirement: tribal king</i> Thunder Brothers: Breath	
Oropum	Goddess of Guidance, Evandal, Porridge Star, Thilla, <i>Rune Cult, Life Stage Cult (2)</i> . Survival 0. Companion: bowl.	
Oroypsus	God of Pleasure, Bentus, Deseeti, <i>Rune Cult</i> . Persuasion 0. Companion: vine staff.	
Oslira	Goddess of the Great River, Nurturer of Dara Happa, The Blue Dragon, Goddess of the River, <i>Rune Cult</i> . Water Life 0. Companion: fish, bluestone amulet.	
Ostrich Mother	Ostrich Spirit, <i>Praxian Spirit Society. Requirement: (Praxian)</i>	
Ourania	Goddess of the Sky and Heavens, Virgin Goddess, The Heavenly Power, <i>Rune Cult</i> . Perception 0. Companion: swift, mirror.	
Pavis	City God of Pavis, <i>Sorcery School, Common Religion</i>	
Pelaskos	The Sea Fisher, <i>Rune Cult</i> . Water Life 0	
Pelora	Pela, Wheat Goddess, <i>Rune Cult, Life Stage Cult (2)</i> . Own Customs +1. Companion: sickle.	
Phargentes	Kingslayer, Tarshite Warrior King Hero Cult, <i>Minor Rune Cult</i> . Axe 0. Companion: none.	
Polaris	Celestial General, God of Battle, Pole Star, Keeper of the Sky Dance, <i>Rune Cult</i> . Tactics 0. Companion: helmet. Subcults: Arraz: servant of Dayzatar Lightfore: rider, herald of Yelm Molamin: god of dance and music Urvairinus: Warrior Emperor	
Pole Star	Star Captain, <i>Praxian Spirit Ally, Lunar Spirit Ally</i>	
Porcharngo	The Cosmic Cancer, <i>Rune Cult</i> . Mace 0. Companion: gorp.	
Praxian Tradition	<i>Praxian Spirit Tradition. Requirement: (Praxian)</i>	
Pure Horse Founder	Horse Spirit, Pol-Joni Spirit, <i>Praxian Spirit Society</i> .	
Rainbow Girl	Messenger Spirit, <i>Praxian Spirit Ally. Requirement: try to resolve conflict peacefully first.</i>	
Raven	Three Feathered Rivals, <i>Praxian Spirit Ally</i>	
Red Emperor	Moonson, Lord of the Four Quarters, Staff and Pillar to God, Leader of the Egi, Emperor of Dara Happa, <i>Lunar New God</i> . Leadership and Oratory 0, Tactics 0. Companion: moon rock amulet, silver amulet.	
Red Goddess	Rufelza, Sedenya, Teelo Imara, Goddess of the Whole Moon, Goddess of the Red Moon, Sister of Chaos, Lurker on the Veil, Fourth Arrow of Light, Mistress of Time, The Face and the Mask, <i>Lunar Goddess. Requirement: Illuminated</i> . Knowledge 0, Sword 0, Persuasion 0, Perception 0. Companion: moon rock amulet, silver amulet.	
Red School of Masks	Lunar Spirit Society, The Hidden Paths, <i>Praxian Spirit Society, Lunar Spirit Society</i>	
Rigsdal	Orlanth's Night Watchman, Star, Star Over Orlanth's Stead, <i>Rune Cult</i> . Perception 0. Companion: spear.	
River Horse	Headwater Spirit, <i>Any Except Chaos Spirit Ally</i>	
Ronance	Fertility Spirit, <i>Praxian Spirit Ally</i> . Requirements: Member of Eiritha Spirit Society	
Rowdril	The Dogfather, Dog God of Saird, God of War Hounds, <i>Rune Cult</i> . Survival 0. Companion: dog, dog totem.	
Sakkar	Eater of Men, God of Fear, Sabretooth God, <i>Rune Cult</i> . Unarmed 0. Companion: sakkar, sakkar totem.	
Sanama	Goddess of Snakes, <i>Rune Cult</i> . Stealth 0. Companion: snake, snake totem.	
Serkos	Bear Spirit, <i>Heortling Spirit Society</i>	

Cult	Description	Runes
Serpent Dancers	Water Spirit, The Hidden Paths, <i>Praxian Spirit Society</i> . Requirement: (Praxian)	𐌹
Seseine	Goddess of Temptation, <i>Major Rune Cult</i> . Persuasion 0. Companion: gold necklace.	𐌹𐌺𐌾
Seven Mothers	Restorers of Sedenya, <i>Lunar New Gods</i> . Persuasion 0. A character without a moon rune can initiate to just Seven Mothers (as for a standard Rune Cult) plus one subcults: Danfive Xaron, Deezola, Irripi Ontor, Jakaleel, Teelo Norri, Yanafal Tarnils if s/he matches one of these cults' runes. In addition a character with the right moon phase can initiate in full to one of the sub-cults treating it an allied cult.	𐌹𐌺𐌹
Seven Spirit Moons Full Moon	Sedate Manifestations of the Divine Intellect, <i>Lunar Spirit Society</i> .	𐌹
Seven Spirit Moons Empty Half Moon	Demons of Vengeance and Balance, <i>Lunar Spirit Society</i> .	𐌹
Seven Spirit Moons Full Half Moon	Spirits of Purification and Holy Fire, <i>Lunar Spirit Society</i> .	𐌹
Seven Spirit Moons Dying Moon	Mind Bending Manifestations, <i>Lunar Spirit Society</i> .	𐌹
Seven Spirit Moons Crescent Go Moon	Virtuous Manifestations of Innocence and Fertility, <i>Lunar Spirit Society</i> .	𐌹
Seven Spirit Moons Crescent Come Moon	Demons of the Hunt, <i>Lunar Spirit Society</i> .	𐌹
Seven Winds	Wind Spirit Society, <i>Orlanthi Spirit Society</i> . Requirement: (Orlanthi)	𐌹𐌺
Shadow People	Darkness Spirits, The Many Friends, <i>Praxian Spirit Society</i> . Requirement: (Praxian)	𐌹
Shafesora	Rain Goddess of the North, Beloved Goddess of Rain, Fertility and Plenty, <i>Major Rune Cult</i> . Persuasion 0. Companion: sapphire pendant.	𐌹𐌺𐌹
Shargash	The Red Planet, Destroyer, God of War and Destruction, Master of Strength, Slayer of Umath, Lord of Alkoth, The Devourer, Tolat, Jagrekriand, <i>Major Rune Cult</i> . Mace 0. Companion: mace. Subcults: Alkor: city god of Alkoth 𐌹 Eusibus: Upon the Hilltops, Protector of Emperors 𐌹 Kendathalus: controller of Oslira † Urkarmascha: enemy of Darjiin † Urndudud: the thuderer, breaker of the sky dome 𐌹	𐌹𐌺𐌹
Skygazers	Sky Spirits, The Many Friends, <i>Praxian Spirit Society</i> . Requirement: (Praxian)	𐌹
Star Witches	Star Spirits, The Hidden Paths, <i>Praxian Spirit Society</i> . Requirement: (Praxian)	𐌹
Subere	Goddess of the Dark Within, <i>Major Rune Cult</i> , <i>Uz Spirit Society</i> . Stealth 0. Companion: none.	𐌹𐌺𐌹
Sun Hawk	Three Feathered Rivals, <i>Praxian Spirit Ally</i> , <i>Lunar Spirit Ally</i> . Requirement: never lie.	𐌹- 𐌹𐌺𐌹
Sunset Society	Darkness Spirits, The Hidden Paths, <i>Praxian Spirit Society</i> . Requirement: (Praxian)	𐌹
SurEnslib	Heron Goddess, Commander of Snakes, Chief Goddess of Darjiin, The Long Legged, the Snapper, Marsh Mother, <i>Major Rune Cult</i> . Customs Darjiini 0. Companion: heron, heron amulet.	𐌹𐌺𐌹
Teelo Norri	Young Life, Lunar New Goddess of Youth and Innocence, One of the Seven Mothers, <i>Lunar New God</i> , <i>Life Stage Cult (1)</i> . Persuasion 0. Companion: wooden or pottery beads.	𐌹𐌺
Telmor	Hsunchen Wolf God, <i>Hsuncheon Spirit Society</i> .	𐌹- 𐌹𐌺
Thanatar	The Severed God, Tien and Aytar, <i>Major Rune Cult</i> . Stealth 0. Companion: human.	𐌹𐌺𐌹
Thed	Goddess of Rape, Mother of the Broos, One of the Unholy trio, Bringer of Chaos, <i>Chaos Spirit Society</i>	𐌹𐌺
Tholm	Descender Hawk, God of Falconry, The High Flyer, <i>Rune Cult</i> . Ride (Bird) 0. Companion: hawk.	𐌹- 𐌹𐌺𐌹

Cult	Description	Runes
Thirstless	Water Spirits, The Many Friends, <i>Praxian Spirit Society</i> . Requirement: (Praxian)	𐌹
Three Bean Circus	Spirits of Peace, <i>Praxian Spirit Ally</i> . Requirement: carry no weapons.	𐌸𐌸𐌸
Thunderbird	Three feathered Rivals, Storm Bird	𐌲 𐌵- 𐌶
Tien	Chaos God, the Headhunter, The Headless Corpse, <i>Rune Cult</i> . Sword 0. Companion: human.	𐌹𐌺
Turos	Pelandan God of Power, Builder of Mountains, The Shaker, Freer of Oria, <i>Major Rune Cult</i> . Requirement: (Male). Leadership and Oratory 0. Companion: rock amulet.	𐌸𐌸𐌸𐌹
Twin Stars	Erelia and Varelia, Goddesses of Eloquence with Barbarians and Deadly Distraction, <i>Lunar New Gods</i> . Persuasion 0. Companion: silver jewellery.	𐌹𐌺
Twin Stars Society	Star Spirits, The Many Friends, <i>Praxian Spirit Society</i> , <i>Lunar Spirit Society</i>	𐌹𐌹
Ty Kora Tek	Annara Gor, Goddess of the Dead, Keeper of the Third Underworld, The Serpent Haired, Preparer of Corpses, Guardian of Graves, Queen of the Dead, Keeper of the Dead, Grandmother, Keeper of the House of Dead Gods, Mistress of the Faceless Ones, <i>Major Rune Cult</i> . Knowledge 0. Companion: stone from a tomb.	𐌹𐌹𐌹
Uleria	Goddess of Love in Every Form, Goddess of Fertility, Goddess of Lust, Desire and Nakedness, Goddess of Life, <i>Major Rune Cult</i> . Persuasion 0. Companion: dove, jewellery.	𐌹𐌹𐌹
Urengerum	God of the Bow, Sagittus or Archer, Urengeri, <i>Rune Cult</i> . Bow 0. Companion: bow.	𐌹𐌹
Urox	Storm Bull, God of the Desert Storm, Chaos Fighter, Berserk God, God of the Eastern Dust Storm, God of Violence, <i>Storm Bull Praxian Spirit Society</i> , <i>Major Rune Cult</i> . Axe 0. Companion: horned helmet.	𐌹𐌹𐌹
Urvairinus	Warrior Emperor of Dara Happa, Shield of Purity, Army Builder, <i>Rune Cult</i> . Tactics 0. Companion: helmet, shield, hawk.	𐌹𐌹
Uryarda	Goat Goddess, <i>Rune Cult</i> . Own Customs +1. Companion: goat, goat totem.	𐌹- 𐌹 𐌹
Valare Addi	Lunar Goddess of the Quest for Illumination, Goddess of Journeys, The Chronoportor, Heroquester, <i>Lunar New God</i> . Knowledge 0. Can be approached with any moon phase as part of the process of becoming illuminated. Character can learn her glammers using the moon phase s/he used to join. Companion: addi.	𐌹𐌹 Black Moon
Valind	God of Winter, The North Wind, The Winter King, The Snow Storm, <i>Rune Cult</i> . Survival 0. Companion: ice amulet.	𐌹𐌹
Vantestos	God of Government and Rule, the Red King, Crown of Tyrants, <i>Rune Cult</i> . Leadership and Oratory 0. Companion: crown.	𐌹𐌹
Verithurusa	Seeking Red Moon, Goddess of New Experience, Goddess of Growth, The Movement to Maturity, The Innocent Goddess, <i>Ancient Moon Goddess</i> , <i>Life Stage Cult (1)</i> . Requirement: (Female), Unmarried. Persuasion 0, Running 1. Companion: gem.	𐌹𐌹/𐌹𐌹
Vinga	Orlanthi Goddess of Women Warriors, War Goddess, Goddess of Protection, The Red-Haired, The Loyal Daughter, <i>Major Rune Cult</i> . Requirement: Female. Spear 0. Companion: spear. Subcults: can join any sub-cult of Orlanth.	𐌹𐌹𐌹
Vivamort	God of Unlife, God of Vampires, Empty Immortality, <i>Rune Cult</i> . Stealth 0. Companion: vampire ghost.	𐌹𐌹
Voria	Orlanthi Spring Maiden, Handmaiden, Girl Goddess, <i>Minor Rune Cult</i> , <i>Life Stage Cult (1)</i> . Requirement: (Female) Virgin. Persuasion 0. Companion: none.	𐌹𐌹
Voudisea	Esrolian Cavalry Hero Cult, <i>Minor Rune Cult</i> . Ride (Horse) 0. Companion: none.	𐌹- 𐌹
Vrimak	Lord of Eagles, Fire Eagle, Father of Birds, Portion of Yelm, <i>Major Rune Cult</i> . Oratory and Leadership 0. Companion: eagle. Subcults: Night Eagle: the eagle in the darkness 𐌹 Veng: god of avilry 𐌶 Jethsarum: the high heat, son of Muharzarm, nephew of Shargash enemy of serpents 𐌶 Tholm: descender hawk 𐌶	𐌹 𐌵- 𐌶𐌹
Wachaza	War God of the Sea, God of Waterspouts, Lord of the Final Death, He of the Net and Trident, Curse of the Deep, Wargod of the Middle Sea Empire, <i>Major Rune Cult</i> . Trident 0, Flail 0. Companion: trident.	𐌹𐌹𐌹
Waha	God of the Praxians, The Butcher, Great Khan, <i>Praxian Spirit Society</i> , <i>Rune Cult</i> . Requirement: Praxian	𐌹𐌹

Cult	Description	Runes
White Bull Brotherhood	Movement Spirits, The Hidden Paths, <i>Praxian Spirit Society</i>	ᚱ
Xentha	Protective Goddess of Night, Shadow of Yelm, Night Woman, <i>Rune Cult, Praxian Spirit Ally, Uz Spirit Ally</i> . Stealth 0. Companion: lead amulet.	●ᚱ
Xiola Umbar	Goddess of the Dark Solace, Dark Healer, Protractor of the Weak, Defender of the Helpless, Midwife of the Uz, <i>Major Rune Cult</i> . Healing 0. Companion: lead amulet.	ᚱ●III
Yanafal Tarnils	Ram and Warrior, Second Arrow of Light, One of the Seven Mothers, Lunar God of War, <i>Lunar New God</i> . Sword 0, Tactics 0. Companion: kopis.	ᚱ†
Yara Aranis	Goddess of the Reaching Moon, Eater of Horses, Six-Armed, Great Defender, Keeper of the Crimson Web, <i>Lunar New God</i> . Sword 0. Companion: wooden or pottery beads. Companion: sickle sword.	●ᚱ Dying Moon
Yarandros	The Charger, The Great Horseman, Tarshite Cavalry Hero, <i>Rune Cult</i> . Ride (Horse) 0. Companion: none.	ᚱ-ᚱ
Yelm	God of the Sun, Celestial Emperor, Lord of the Day, Dispenser of Power, Father of Fire, Protector of Emperors, The Constant, Protector of the Weak, Maker of Classes, <i>Greater Rune Cult. Requirement: Male, Noble</i> . Spear 0, Bow 0. Companion: eagle, hawk. Subcults: Arraz: servant of the gods ᚱ Hyraos: the harper, Arts (Play Harp) 0 ᚱ Raibamus: city god ᚱ Avivorus: sunspear ☉ Ulkamoon: club god, Mace 0 ☉ Urengerum: the archer ☉ Antirius: god of justice ᚱ	ᚱ☉☉ᚱ
Yelmalio	God of the Winter Sun, Preserver of the Light, Lightfore, Guardian of Forests, The Sun Dome God, <i>Rune Cult. Requirement: (Male). Receive a gift and geas on initiation and another on becoming a devotee</i> . Spear 0, Shield 0. Companion: spear, hawk. Subcult: Monrough: herocult ☉ Roll for a gift (D18) and then for the number of geases shown: +1 in a skill chosen by the character (1) - Can use the magical function Farsee at will with no rolls or magical cost (2) - Become +2 (T) in Bow (3) - Become +2 (T) in Spear (3) - Can use the magical function Night Vision at will with no rolls or magical cost (2) - Can use the magical function Mindspeech at will with horses with no rolls or magical cost (2) - Choose two Customs-Culture at 1. Character learns Customs – Culture skills at double speed (1) - Athletics (Damage, Strength) B1 (1) - Health B1 (1) - Magical Resistance B1 (1) - Gymnastics B1 (1) - Gain the special ability Attractive (1) - Size +1 or -1 at the option of the character (2) - Can use the magical function Mindspeech at will with birds with no rolls or magical cost (2) - Takes half as many Hurts (rounded down) from Fire as normal (1) - Recover from Power Drain twice as fast (1) - Recover naturally from Hurts and Wounds twice as fast (1) - Knowledge B1 Geases (D24):	ᚱY

Cult	Description	Runes
	1. Eat no mammal meat on Fireday. 2. Eat no mammal meat in Fire Season. 3. Never eat any meat but bird. 4. Celibate every Fireday*. 5. Celibate every Truth Week*. 6. Celibate every Fire Season*. 7. Never tell a lie. 8. Never seek shelter from a storm. 9. Never let a horse suffer in it can be stopped. 10. Never wear extra-heavy armour. 11. Never wear heavy armour. 12. Never wear medium armour. 13. Never wear light armour. 14. Never use a small shield. 15. Never use a flail or whip. 16. Never use a mace. 17. Never use a sword. 18. Never flee from or surrender to worshippers of Zorak Zoran. 19. Never speak to or help Uz. 20. Never speak to help Orlanth worshippers. 21. Never refuse a request for help from Aldryami. 22. Never eat horse-meat. 23. Never love any but earth cult worshippers. 24. Never bathe. *All three is total celibacy.	
Yelorna	Virginal Celestial Goddess, Unicorn Goddess, Star Huntress, <i>Praxian Spirit Society</i> , <i>Rune Cult</i> . Requirement: Female. Ride (Unicorn) 0. Companion: night hawk, jewellery, shield.	☉†
Yinkin	God of Alynxes, Brother of Orlanth, God of Sensuality, Hunter God, <i>Rune Cult</i> . Stealth 0. Companion: alynx. Subcults: Alusar the Spy: Spy God 𐌿𐌿 Gavren the Hunter: hunter god 𐌿𐌿	᚛ 𐌹- 𐌿𐌿
Young Elementals	Elemental Servants of the Goddess, <i>Lunar Spirit Societies (Each is Joined Separately)</i> Damosel Darkness Squire Sea Lady Land Liege Light Mistress Moon	● ≍ □ ○ ⊖
Zarkos	God of the Zarkosites, <i>Rune Cult</i> . Survival 0. Companion: goat, goat totem.	𐌹 𐌺
Zebra Founder	Praxian Spirit Society, <i>Spirit Society</i>	𐌹- 𐌹𐌺
Zola Fel	God of the Zola Fel River, <i>Rune Cult</i> . Water Life 0. Companion: fish, fish amulet. Subcults: The Cleansed One ≍ Diros the Boatman ᚛	≍᚛
Zong	Uz Hunter God, <i>Uz Spirit Society</i> , <i>Rune Cult</i> . Requirement: (Uz). Survival 0. Sling, sling bullet.	†
Zorak Zoran	God of Hate and Violence, Dark Eater, Stealer of Fire, Lord of the Legions of Death, Killer of Flamal, The Torturer, God of Slaughter, Commander of Undead, <i>Major Rune Cult</i> . Mace 0. Companion: mace, skull. Subcults: Amanstan: fire spirit 𐌹	●†𐌹

Pantheon Worship/Lay Members

Characters usually broadly worship their pantheon of deities taking part in general holy days and festivals as a minor participant or audience member. This has no particular cost or benefit and is part of the Customs of their culture.

Common Religion

A common religion can easily be added to other religions or pantheons. For example Pavis can be worshipped as a lay member by anyone who lives in the city and Dormal is offered a form of worship by all sailors. This is just part of the customs of the culture of areas and of professions.

Spirit Tradition

If a cult is listed as a spirit tradition then the character can join that spirit tradition for 1 XP without matching any runes. Membership of a spirit tradition gives 5% of their wealth to support the shamans of the tradition. They are busy on 5 special holy days of the tradition each year as well as pretty much the whole of sacred time (this is 6% of the year).

Spirit Society

If a cult is listed as spirit society then the character can join the spirit society if s/he has the spirit rune or a dying moon rune and is either an initiate of a cult which is also a spirit society or is a member of a spirit tradition which can include that spirit. The row called 'Local Spirit' represents the minor local spirits associated with landscape features in a region. With the agreement of the referee a character can contact these as though they are spirit societies. Give the local spirit a suitable name and a rune. Joining each spirit society requires 2 XP. The character can write the spirit society and its runes after the spirit or dying moon rune and use them. The character gets the Community relationship with the Spirit Society and such backing as it can give him/her. Membership of each spirit society requires 10% of the character's wealth to support the society and its shamans. A local spirit only requires 5% of wealth but there is no real community benefits as they tend to have no organised society. Both spirit societies and local spirits require additional time beyond that of the tradition amounting to 5% of available time each week. A member of a spirit society can create and recreate his/her own charms and bind and rebind spirits.

Spirit Ally

Spirit Allies are local spirits which can become allies of a Spirit Society Member. They provide a single spirit. They can only be contacted at a particular time and/or location. Some examples are listed for the Praxian Tradition. Gaining a spirit ally costs 1 XP which also makes the associated spirit function available to be gained with a Bind Spirit.

Shaman

A character who is a member of a Spirit Society can become a shaman by impressing the other members by rolling spirit or other rune of the society getting 12+. Also the character must usually have an impressive array of spirits and good standing with the cult. Usually the test to become a shaman is possible once per season. Becoming a shaman costs 4 XP. The shaman spends 40% of available time working as a shaman. In return the shaman gets support from those s/he provides charms and services to. A shaman gains a fetch which is a spirit companion (which constantly reports back to him/her on events in the spirit world and guards his/her body when disincorporate) and can have spirit allies. A shaman can also create charms to be used by others.

Initiate

A character can choose to be an initiate of a minor rune cult, rune cult, ancient moon goddess, lunar new god, or the lunar goddess. If becoming an initiate of an ancient moon goddess the character can choose to approach the cult in the traditional or modern lunar manner. If approaching in the traditional manner use the runes before the /. A character can initiate to a number of allied rune cults. To initiate the character must have at least one rune that matches the cult. A character can replace a ☉ rune with a ☾ rune to join a cult. Also a character can replace a rune with a moon phase that embodies it in order to join a cult. The character gets the

Community relationship with the Rune Cult and such backing as it can give him/her. Cost of membership depends on how many runes the character approaches the cult through (matches). When approaching a cult through less runes than available the character is joining an aspect of the whole. Some cults have sub-cults which can only be joined as part of the larger cult which give limited additional powers. Some sub-cults can also be joined in full or as an allied cult and thus have a different row as well. An initiate will be busy for 5 holy days each year and for pretty much the whole of Sacred Time (about 6% of the year). An initiate usually spends about 2-4 hours a week at the temple or shrine mostly on one special day each week (the time is greater if the initiate is a member of an important cult, many aspects of a cult or joins sub-cults). An initiate of several cults will attend the holy days and weekly ceremonies of both. S/he also still attends normal festivals on the pantheon.

- Minor Cult, Sub-Cult of a Cult: 3% of the character's wealth, 1 XP.
- Lunar New God, Ancient Moon Goddess worshipped in the Modern Lunar Way:
 - 10% of the character's wealth, 4 XP.
- Rune Cult, Ancient Moon Goddess worshipped in the Traditional Manner.
 - Two runes: 5% of the character's wealth, 3 XP.
 - One rune: 5% of the character's wealth, 2 XP.
- Major Rune Cult
 - Three runes or 2 runes one of which is doubled: 15% wealth, 5 XP.
 - Two runes or 1 doubled rune: 10% of the character's wealth, 4 XP.
 - One rune not doubled: 5% of the character's wealth, 2 XP.
- Greater Rune Cult, Lunar Goddess:
 - Three runes (including a doubled rune): 20% of the character's wealth, 7 XP.
 - Two runes including a doubled rune: 20% of the character's wealth, 5 XP.
 - Two runes not including a doubled rune or just a doubled rune: 10% of the character's wealth, 4 XP.
 - One rune not doubled: 5% of the character's wealth, 2 XP.
- Lunar Goddess:
 - 20% of the character's wealth, 6 XP.

Life Stage Cults

Some cults are associated with women's life stages – girl/maiden/adolescent (1), wife/mother/adult (2) and elder (3). A woman can move from one such cult to the next as her status changes with no reprisals paying only any extra SP, rather than all, required for the change. Rune or Glamour Points transfer over. Any magic functions already known can be retained or swapped for functions available to the new cult. Almost always these transfers will be within the local tradition e.g. Solar Pantheon, Lunar Pantheon, Storm Pantheon but variation is possible especially amongst earth cults from different regions and between earth or solar cults and lunar cults. It isn't compulsory to move along this path.

Illumination

Occasionally a character may be illuminated at the start of play. A Natural is illuminated because s/he started with the Black Moon Phase. The character has a ☾ (full moon phase) followed by an ∞ and then his/her moon phase and the black moon phase ●. Other characters can start as illuminated if the character can roll 10+ on any rune including another moon phase (a character would have at least D10 in that rune). If someone is illuminated from the Chaos rune roll D10. On 4+ add an ∞ and a black moon ● and a random moon phase. Any other illuminate just adds the ∞ rune. An illuminate subtracts 3 from the save for each Personality Trait. It is possible to be illuminated once play begins through instruction or circumstances but this is a different process.

Devotees

A character who is already an initiate of a minor rune cult, rune cult, ancient moon goddess, lunar new god or the lunar goddess can try to become a devotee of a cult. The character must roll one of the runes through which s/he approaches the cult and get 12+. Also a devotee must have a good standing in the cult, a good array of magic and often other requirements according to the cult. Usually the test to become a devotee is

possible once per season. The character must give up charms if he is a devotee of a Rune Cult but his/her feats are more powerful. The devotee can't be an initiate of other cults except sub-cults. Many devotees work full time for their cults as priests or rune lords in which case they are supported by the cult. Devotees of some cults gain a companion daemon, spirit or similar bound into something depending on the cult. A devotee spends the whole of a special day each week at the temple or shrine and spends another day each week on cult business (or much more if they work as a priest or rune lord). Cost in XP is in addition to that for initiate. The cost in wealth is twice that for an initiate:

- Minor Cult: 1 XP.
- Lunar New God, Ancient Moon Goddess worshipped in the Modern Lunar Way:
 - 4 XP.
- Rune Cult, Ancient Moon Goddess worshipped in the Traditional Manner.
 - Two runes: 3 XP.
 - One rune: 2 XP.
- Major Rune Cult, Lunar New God, Ancient Moon Goddess worshipped in the Modern Lunar Way:
 - Three runes or 2 runes one of which is doubled: 5 XP.
 - Two runes or 1 doubled rune: 4 XP.
 - One rune not doubled: 2 XP.
- Great Rune Cult, Lunar Goddess:
 - Three runes (including a doubled rune): 7 XP.
 - Two runes including a doubled rune: 6 XP.
 - Two runes not including a doubled rune or just a doubled rune: 24 XP.
 - One rune not doubled: 2 XP.
- Lunar Goddess:
 - 6 XP.

Sorcery School

For the Sorcery Schools listed a character can be a member if s/he has one of its runes or the Law runes and Literacy and Knowledge -1 or more. Membership costs 15% of the character's wealth and 4 XP. The sorcerer spends a day a week at the school, preparing and researching spells.

Independent Sorcerer

A character with the Law rune and Literacy and Knowledge -1 or more who isn't a member of any Rune Cult can be an independent sorcerer for 4 XP. The sorcerer spends a day a week preparing and researching spells. The character spends 5% of his/her wealth on magical materials.

Lunar Sorcerer

A character with a moon phase rune who is a member of a New Lunar God or an Ancient Moon Goddess approached in the modern Lunar manner can be a Lunar sorcerer if s/he has Literacy and Knowledge -1 or more. This costs 4 XP. The sorcerer spends a day a week preparing and researching spells. There is no additional cost in wealth.

Starting Magic

Common Magic

A character can have common magic abilities associated with his/her runes. A character starts with 2D6 P1 common magic abilities taken from his/her runes. S/he can choose which ones. A character can also spend 1 XP and subtract 20L from starting money (minimum 10L) for each extra Common Magic function s/he would like.

Charms

A character who is a member of a spirit tradition will have 2D6 Charms. For each charm choose a rune and a function from that rune. Half rounded up will have a value of D6 and the rest D8. In total a character cannot

have more than 6 charms. The charms can be taken from those available to the Spirit Tradition or Spirit Societies that the character has joined. A Local Spirit will be able to provide D4 charms associated with its rune – agree which ones with the referee. Characters who are a member of a spirit tradition can fairly easily gain or replace charms that are part of that tradition.

Spirits

A character who is a member of a Spirit Society will have D3 Spirits from that society. Choose a function from those available to it. Starting spirits have the same value as the character's spirit rune. A Local Spirit will be able to provide D3 spirits associated with its rune – agree which ones with the referee.

Glamours

A character who is an initiate of a lunar new god or an ancient moon goddess approached through the modern lunar way and who has a moon phase can is able to create glamours. To do so s/he must buy at least 1 Glamour Point (described in more detail in the Magic section) for 3 XP each. S/he gets all the augments available and can choose 2D6 other glamours plus 1 per Glamour Point bought. Whilst s/he can use all the glamours available to some extent these will be at full value.

Spells

The following kinds of characters can use spells:

- A Lunar Sorcerer.
- A member of a Sorcery School.
- An independent sorcerer.

Characters who are Lunar Sorcerers or Members of Sorcery Schools have access to the grimoires available to their cult or school. An independent sorcerer has to discover his/her own spells. Each sorcerer begins with D2 grimoires each associated with a single rune and will have 2D6 spells divided between them. An independent sorcerer chooses any rune/s and spells. Other sorcerers pick from those available to their cult (if it has only one grimoire than the character can only have that). A character can buy a new grimoire for 4 XP and a new spell for 1 XP.

Rune Magic

A character who is an initiate of a rune cult, lunar new god or ancient moon goddess is able to acquire the rune magic of the cult. A character can buy Rune Points (described in more detail in the Magic Section) to allow using Rune Magic. Each point costs 3 XP. If s/he has any points s/he will start with 2D6 rune magic functions plus 1 per Rune Point bought. They can be chosen from any cult or sub-cult of which s/he is an initiate or devotee. Such a character can improvise the other rune magic of his/her cults but this is less likely to work.

Chaos Magic

A character with the Chaos rune or is an initiate of a lunar new god and has a moon phase can use Chaos magic.

Job Until Now

This represents what the character has been doing in Pavis or on the way to Pavis just before joining the group. This is what brought him/her into the position of becoming an adventurer. Some skills are shown in brackets and this level is reached unless the character is already better at it. Others show increases to skills. A character can't take both the increase and number in () minimum in the same skill. Without a Talent in a skill it can't reach +2 so +1 is the maximum.

D100	Background	Skills
01-10	Bandit	+1 to a Weapon, Different Weapon (0), Gymnastics +1, Athletics +1, Running +1 unless currently has Riding at better than -2 in which case Riding +1, Stealth +1, Tactics +1, Perception +1

D100	Background	Skills
11-20	Caravan Guard	+1 to a Weapon, Different Weapon (0), Customs (Other Culture) +1, Athletics +1, Running +1 unless currently has Riding at better than -2 Riding +1, Tactics +1, Perception +1
21-30	Knowledge Seeker	Knowledge (0) +1, Literacy (0) +1 (Own Language if it has a written form otherwise New Pelorian), Literacy (Old Pavic) +1, Literacy (Other Language) +1, Customs Other Culture +1.
31-40	Mercenary	If the character used to be a mercenary roll D10 – on 1-6 s/he stayed in the same unit otherwise roll for unit type (D20). Perception +1, Stealth +1, Tactics +1, Bravery +1, Streetwise +1, Customs Other Culture +1. 1. Spear (0) +1, Shield (0) +1, Sword (0), Athletics +1 2. Spear (0) +1, Sword (0), Shield (0) +1, Running +1 3. Spear (0), Sword +2, Shield +1 4. Sword (0) +1, Running +1, Shield (0) +1 5. Bow (0) +1, Running +1, Gymnastics +1 6. Bow (0) +1, Sword 0 7. Sling (0) +1, Running +1, Gymnastics +1 8. Spear (0) +1, Sword (0) +1, Running +1, Gymnastics +1, Shield (0) +1 9. Mounted Spear (0) +1, Sword (0) +1, Riding (0) +1 10. Mounted Spear (0) +1, Sword (0) +1, Shield (0) +1, Riding (0) +1 11. Mounted Bow +2, Sword (0), Riding (0) +1 12. Mounted Spear (0) +1, Sword (0) +1, Riding (0) +1 13. Mace +2 14. Axe (0) +1, Sword (0) 15. Spear (0) +1, Running +1, Gymnastics +1 16. Mace (0) +1, Shield (0) +1, Running +1, Gymnastics +1 17. Sword (0) +1, Shield (0) +1, Athletics +1 18. Spear (0) +1, Shield (0) +1, Sword (0), Riding +1 19. Axe +2, Sword (0) +1, Riding +1 20. Spear (0) +1, Shield (0) +1, Sword (0), Gymnastics +1
41-50	Merchant	Customs - Culture +1, Customs Other Culture +1, If Civilized Literacy (Own Language) (0) +1 and if from Lunar Empire Literacy (New Pelorian) (0) +1, If Settled Stealth +1, Knowledge +1, Persuasion +1, Streetwise +1, Wealth +2
51-60	Sailor	+1 in one weapon, Water Life (0) +1, Athletics (0), Gymnastics +1, Perception +1, Streetwise +1
61-70	Soldier	If was previously a soldier then roll D10 and on 1-7 stay in the same unit with the same skill increases. Otherwise If an Esrolian Male: Perception +1, Running +1 and increase all cultural weapons by +1. If an Esrolian Female: Perception +1, Bravery +1 and roll D10: 1-3: Spear (0) +1, Melee Attack (1H Axe) (0) +1, Gymnastics +1, Parry (Small Shield) (0) +1, Running +1 4-6: Axe +2, Running +1, Gymnastics +1 7-10: Mounted Spear (0) +1, Riding (0) +1 Others: Perception +1, Tactics +1, Streetwise +1, Bravery +1, Customs Other Culture +1 and roll D20. 1-7: All Cultural Weapons (0) +1, Running +1 8. Spear (0) +1, Shield (0) +1, Sword (0), Bravery +1 9. Spear (0) +1, Sword (0), Shield (0) +1, Running +1 10. Spear (0) +1, Sword +2, Shield (0) +1 11. Sword +2, Running +1, Shield (0) +1 12. Bow +2, Running +1, Gymnastics +1 13. Bow +2, Sword (0) 14. Sling +2, Running +1, Gymnastics +1

D100	Background	Skills
		15. Spear (0) +1, Sword (0) +1, Running +1, Gymnastics +1, Shield (0) +1 16. Mounted Spear (0) +1, Sword (0) +1, Riding (0) +1 17. Mounted Spear (0) +1, Sword (0), Shield (0) +1, Riding (0) +1 18. Mounted Bow +2, Sword (0), Riding +1 19. Mounted Spear (0) +1, Sword (0), Riding +2 20. Mace (0) +1, Shield (0) +1, Running +1, Gymnastics +1
71-80	Thief	Dagger (0) +1, Gymnastics (0) +1, Stealth (0) +1, Streetwise (0) +1
81-00	Treasure Hunter	Choose two weapons at (0), Gymnastics +1, Athletics +1, Running +1, Stealth +1, Perception +1, Knowledge +1, Streetwise +1, Persuasion +1

Starting Equipment

Each character starts with one weapon of each type s/he has at least 0 skill or if it's a thrown weapon or a weapon which can be thrown then two of them. S/he also has one set of common clothing, a cloak and some kind of head covering. S/he will have a belt with a pouch and a scabbard for a sidearm if s/he has one and a pack or bag containing a few personal items such as a comb, a bowl, a spoon, a little cult statue, a small memento of home, some kind of firestarter and a blanket. If the character's Job Until Know had at least Riding (0) then the character will have a mount of an appropriate kind on 1-7 on D10. It will be a cavalry mount if the character came from a profession that could fight from a mount. Equipment will be bronze as even stone age Praxians have had prior experience outside Prax.

Wealth

Roll for starting wealth on this table adding any bonuses received so far. Some of this wealth can be spent in advance on extra equipment:

D6	Wealth
1 or fewer	3L
2	10L
3	30L
4	50L
5	100L
6	200L
Each +1	+100L

Character Concept

This is a description of the character made up of two keywords. These keywords are free. E.g. Loyal Mercenary, Haughty Priestess, Cunning Tomb-robber etc.

Game System

Modifiers

Modifiers such as +1 or -1 change a D used up or down e.g. D6 with a modifier of +1 is D8. A modifier will state which dice it applies to e.g. a skill or rune.

Rolls

A roll is when a player throws all the dice applicable to an action and then takes the highest number shown on any of them as the roll. E.g. a player as a D8 and a D6 applicable to an action he rolls a 4 and a 5. The roll is 5. The dice each have a colour to show if they are a Rune or a Skill. If a Skill rolls a 1 the character must make a Fumble Save (unless the result is a Success or major Success – see below). Low rolls for magic (the exact numbers are listed in the Magic section) cause a magic save. The active character can spend one HP after the roll to replace one dice by rolling another 2 higher than it would have been. If this is done this dice replaces that dice completely for this roll only (and may mean that a dice causing a fumble or magic save is cancelled). E.g. Olagwa is attempting a skill roll on a D10 and rolls a 1. He can spend a HP to roll again on a D14 but must accept the second roll.

Bonus and Penalties

These are applied to a roll to get a result so a penalty of 1 would subtract 1 from the roll and a bonus of 1 would add 1 to the roll. E.g. a roll comes up 5 but there is a penalty of 1 the result is 4. A bonus of 1 is written B1 and a Penalty of 1 is written P1. They effect the result not the roll so do not make fumbles more or less likely. They don't apply to each dice where more than one dice is rolled as they apply to the result. For example if for a test a character is rolling a Skill with D8 B1 and an augment with D8 then the B1 applies to the result so if the Dice came up 3 and 5 then the result would be 6: it doesn't matter than the bonus was on the first dice.

Tests

Tests are one off results for things that happen quickly. The active individual makes a **Roll**. The highest number on any dice is the roll. Add any bonuses to the final result and subtract any penalties to determine the **Result**. If the **Result** is lower than 2 then the outcome is a **Major Failure** and the resisting individual or thing makes no roll to resist.

If the outcome isn't already a Major Failure the resisting individual or thing makes **Roll** and determines a **Result**. Compare the result of active roll with the result of the resisting roll:

- If the active result is double the resisting or better it is a **Major Success**.
- If the active result is greater than the resisting result it is a **Success**.
- If the results are the same it is a **Draw**. In a test this is a **Success** for the active side unless listed as otherwise.
- If the resisting result is greater than the active result it is a **Failure**.
- If the resisting result is double the active result or better it is a **Major Failure**.

Trying Again in Tests

If a test is failed usually it can be attempted a second time after accepting any consequences for the failure and after a delay to decide what went wrong. The referee decides the delay required. Another try is not allowed after a Major Failure without spending a HP. A third attempt is only allowed by spending a HP and not at all if the second attempt was a Major Failure. After this no more attempts are allowed – the test is beyond the character. An exception is if the test is straightforward (D6 or lower difficult and the referee decides it is uncomplicated). In this case attempts are always allowed again after a delay. Some obstacles are like this such as climbing a low wall, a rope, scrambling up a slope etc. the referee can decide the characters will generally be able to do this though it may take some time. All combat tests such as rolls to hit etc. can be tried any number of times.

Tasks

These are longer continuous problems that may swing either way. They can be conducted by individuals or groups either against another individual or group or some environmental effect. They consist of a number of tests. The task continues until either side gets a **Major Success** at which point that side won the task. On a **Success** the other side loses 1D if they have more than one or reduces their D by 1 if they have only one. When

multiple individuals are present one individual gets knocked out of the task per failure until only one is left. On a **Draw** both sides count as having a success (so both lose a D or are reduced) unless this would result in both having no dice. If a Rune or Skill dice comes up 1 in a test which is part of a task it can still result in a fumble (this does mean that fumbles can become more likely as tasks go on). A Task is trying to deal with the whole of the problem so a second attempt is not allowed.

Fumble Saves

A character must make a save if a Skill comes up 1 in a test or a test as part of a task unless the roll was also a Success or Major Success (usually because another dice was being rolled or because the other side rolled really low). A save is on a D10. A character can use a HP on a save to re-roll it. A character can do this more than once if s/he has the HP.

Fumbles

The save for a Skill Fumble is 4+. The saves for magic are described in the magic section.

If an individual fails the save roll D6 on the following tables.

D6	Attack or Parry with Weapon	Attack or Parry without a Weapon	Running, Dodge, Climbing, Athletics, Gymnastics
1	Make a weapon save to avoid breaking it and if successful drop weapon.	Hurt	Fall hard – Hurt
2	Roll to hit at B2 against an ally in range if any. If no allies in range then Stunned.	Roll to hit at B2 against an ally in range if any. If no allies in range then Stunned.	
3	Drop weapon used for this action		Fall Down and Stunned
4	Fall down	Fall down and Stunned	Fall down
5	If using a melee weapon make a break save. If using a missile or thrown weapon drop all ammunition carried or of no ammunition left then drop a weapon in hand.	Fall down	
6	Drop a different random weapon in other hand or slung. If none drop weapon used for action		

D6	Persuasion, Leadership, Customs, Arts	Literacy, Knowledge, Tactics
1	Disastrously offend and alienate audience.	Awful intellectual lapse. Total and disastrous misreading of the situation leading to a dangerous result.
2	They may become violent.	
3	Offend audience. They may go away in a temper and refuse to listen further.	Misunderstanding of the situation leading to an unhelpful and difficult outcome.
4	Amusing and embarrassing failure.	
5		Embarrassing gaffe.
6		

D6	Survival, Streetwise, Water Life	Craft, Devices	Riding
1	Terrible failure leading to an extremely dangerous outcome.	Have the opposite effect of intended. If disarming or setting a trap then set it off on self. Jam a lock entirely if trying to open it. Break the object if crafting. Also Hurt.	Animal bolts charging off in a random direction. Each turn make a riding roll test at D12. On a major success get the animal back under control on any failure fall off and Hurt and the animal carries on until out of sight.
2	Failure leading to a dangerous outcome.		Animal is lamed. It counts as Hurt and has -2 move. Riding it any further will make it worse.

D6	Survival, Streetwise, Water Life	Craft, Devices	Riding
3	Failure leading to an inconvenient and uncomfortable outcome.	Have the opposite effect of intended. If disarming or setting a trap then set it off on self. Jam a lock entirely if trying to open it. Break the object if crafting. Also Stunned.	Thrown from animal travelling D4 squares and taking a Hurt.
4			Fall off and Stunned.
5		Have the opposite effect of intended. If disarming or setting a trap then set it off on self. Jam a lock entirely if trying to open it. Break the object if crafting.	Fall off
6			Slide off ending up standing.

D6	Healing	Bravery	Perception
1	Disastrous attempt. Patient receives a Mortal Wound.	Individual is Routed and won't recovery normally for an hour. Bravery -1 until healed.	Terrible blunder leads to an extremely dangerous outcome
2	Patient's wound becomes a level worse. If only Hurt the patient receives a Wound	Individual is Routed and cannot recover naturally for thirty minutes. Bravery tests against whatever caused the test are -2 until healed.	
3	Patient takes a Hurt.	Individual is Routed and can't recover naturally for 15 minutes.	Blunder leads to a dangerous outcome
4		Individual is Routed.	Blunder leads to an inconvenient outcome
5			
6	Patient is Stunned		

Encumbrance

To determine any penalty for encumbrance consider what the character is carrying.

- Any penalty for wearing armour is shown on the armour table.
- There is a penalty for a Large Shield being carried either in hand or slung on the back shown on the weapon table.

Beyond this objects are classified as Big, Medium or Small and have an Encumbrance number (Enc):

Big Items (3)	Medium Items (2)	Small Items (1)	0 ENC Items
Composite Bow with bow case and arrows 3-7 JLS Heavy Weapon (2H) Large Shield Backpack (and contents)	Self Bow with arrows and quiver Crossbow with bolts and quiver Heavy Weapon (1H or 1-2H) 4-6 Bolas Small Shield 2 JLS Satchel (and contents)	Up to 3 Bolas Other Weapons (not Heavy or Bows)	Within reason knives, daggers, a belt pouch and contents

A character is encumbered as follows:

- Light = Up to 7 Enc. No more than one Big Item.
- Medium = Up to 10 Enc. No more than two Big Items.
- Heavy = more than this (up to the maximum weight the character can carry).

The penalties for Encumbrance Are:

Encumbrance	Penalties
Light	None
Medium	Gymnastics P1, Stealth P1, Swimming P2
Heavy	Running -1, Gymnastics P2, Stealth P2, Swimming P3

It is usual practice to pile up baggage before combat whenever possible or keep it on a pack animal. This has the disadvantage that it is usually lost in a retreat.

Combat System

Time and Space

A square is 1.5m by 1.5m. A cube is 1.5m x 1.5m x 1.5m. A turn is about 10 seconds.

Size

A character normally has 0 size but work out size using total size is Large - Small. Other creatures can be of various sizes. Space is the number of squares the creature takes up. A humanoid standing up will have the largest dimension vertically but quadrupeds for example have length as the largest dimension. A creature doesn't take up the whole of each cube necessarily – they are just overlapping the space. The modifiers listed will reduce the Dice of skill until D3 and then each further modifier is P1. Increases will increase the Dice of skills until D30 and then give B1 each. Modifiers to Health (Resist Damage) are reversed (e.g. positive to negative) against falling.

Size	Per Point	Space (Cubes)	Example
-4	-2 Athletics, -2 Health (Resist Damage), -2 Running, +4 Gymnastics (Dodge), +4 Stealth	1 i.e. 1 x 1 x 1	Pixie, Rubble Runner
-3	-2 Athletics (Damage, Strength, Stand Firm), -1 Athletics (Other), -2 Health (Resist Damage), -1 Running, +3 Gymnastics (Dodge), +3 Stealth	1 i.e. 1 x 1 x 1	
-2	-1 Athletics, -1 Health (Resist Damage), +2 Gymnastics (Dodge), -1 Running, +1 Gymnastics (Other), +2 Stealth	1 i.e. 1 x 1 x 1	Trollkin, Pygmy, Mostali, Crested Dragonewt, Newtling, Runner
-1	-1 Athletics (Damage), -1 Athletics (Stand Firm), -1 Health (Resist Damage), +1 Gymnastics, -1 Running, +1 Stealth	2 i.e. 1 x 1 x 2	Wolf, Elf
0	No modifiers	2 i.e. 1 x 1 x 2	Human, Impala, Broo
1	+1 Athletics (Damage), +1 Athletics (Stand Firm), +1 Health (Resist Damage), -1 Gymnastics (Dodge Missile), -1 Stealth	2 i.e. 1 x 1 x 2	Lion, Dark Troll, Beaked Dragonewt, Morakanth, Scorpion Man
2	+2 Athletics (Damage), +1 Athletics (Stand Firm), +1 Health (Resist Damage), -1 Gymnastics (Dodge Missile), -1 Stealth	2 i.e. 1 x 1 x 2	Sakkar, Horse, Zebra, Sable, Great Troll, Cave Troll
3	+2 Athletics (Damage), +1 Athletics (Stand Firm), +1 Health (Resist Damage), -2 Gymnastics (Dodge Missile), -1 Stealth	3 i.e. 1 x 1 x 3	
4	+3 Athletics (Damage), +2 Athletics (Stand Firm), +2 Health (Resist Damage), -2 Gymnastics (Dodge Missile), -2 Stealth	3 i.e. 1 x 1 x 3	
5	+3 Athletics (Damage), +2 Athletics (Stand Firm), +2 Health (Resist Damage), -3 Gymnastics (Dodge Missile), -2 Stealth	4 e.g. 1 x 2 x 2	High Llama

Size	Per Point	Space (Cubes)	Example
6	+4 Athletics (Damage), +2 Athletics (Stand Firm), +2 Health (Resist Damage), -3 Gymnastics (Dodge Missile), -2 Stealth	4 e.g. 1 x 1 x 4	
7	+4 Athletics (Damage), +3 Athletics (Stand Firm), +3 Health (Resist Damage), -3 Gymnastics (Dodge Missile), -3 Stealth. Massive Damage.	5 e.g. 1 x 1 x 5	Bison
8	+5 Athletics (Damage), +3 Athletics (Stand Firm), +3 Health (Resist Damage), -4 Gymnastics (Dodge Missile), -3 Stealth. Massive Damage.	12 e.g. 2 x 2 x 3	Rhino
9	+5 Athletics (Damage), +4 Athletics (Stand Firm), +3 Health (Resist Damage), -4 Gymnastics (Dodge Missile), -3 Stealth. Massive Damage.	16 e.g. 2 x 2 x 4	
10	+6 Athletics (Damage), +4 Athletics (Stand Firm), +4 Health (Resist Damage), -4 Gymnastics (Dodge Missile), -4 Stealth. Massive Damage.	20 e.g. 2 x 2 x 5	Allosaurus
11	+6 Athletics (Damage), +5 Athletics (Stand Firm), +4 Health (Resist Damage), -5 Gymnastics (Dodge Missile), -4 Stealth. Massive Damage.	24 e.g. 2 x 2 x 6	
12	+6 Athletics (Damage), +5 Athletics (Stand Firm), +4 Health (Resist Damage), -5 Gymnastics (Dodge Missile), -4 Stealth. Massive Damage.	36 e.g. 3 x 3 x 4	
13	+7 Athletics (Damage), +6 Athletics (Stand Firm), +5 Health (Resist Damage), -5 Gymnastics (Dodge Missile), -5 Stealth. Massive Damage.	45 e.g. 3 x 3 x 5	Triceratops
14	+7 Athletics (Damage), +6 Athletics (Stand Firm), +5 Health (Resist Damage), -5 Gymnastics (Dodge Missile), -5 Stealth. Massive Damage.	54 e.g. 3 x 3 x 6	
15	+7 Athletics (Damage), +7 Athletics (Stand Firm), +5 Health (Resist Damage), -6 Gymnastics (Dodge Missile), -6 Stealth. Massive Damage.	63 e.g. 3 x 3 x 7	
16	+7 Athletics (Damage), +7 Athletics (Stand Firm), +6 Health (Resist Damage), -6 Gymnastics (Dodge Missile), -6 Stealth. Massive Damage.	80 e.g. 4 x 4 x 5	
17	+8 Athletics (Damage), +8 Athletics (Stand Firm), +6 Health (Resist Damage), -6 Gymnastics (Dodge Missile), -6 Stealth. Massive Damage.	96 e.g. 4 x 4 x 6	
18	+8 Athletics (Damage), +8 Athletics (Stand Firm), +6 Health (Resist Damage), -6 Gymnastics (Dodge Missile), -7 Stealth. Massive Damage.	112 e.g. 4 x 4 x 7	Brontosaurus
19	+8 Athletics (Damage), +9 Athletics (Stand Firm), +7 Health (Resist Damage), -7 Gymnastics (Dodge Missile), -7 Stealth. Massive Damage.	128 e.g. 4 x 4 x 8	
20	+8 Athletics (Damage), +8 Athletics (Stand Firm), +6 Health (Resist Damage), -6 Gymnastics (Dodge Missile), -6 Stealth. Massive Damage.	150 e.g. 5 x 5 x 6	

Ambush

If one side is aware of the other and is hidden an ambush may occur. Roll the worst Stealth of the ambusher's vs the best Perception of the targets. On a draw or success the ambushers automatically win the initiative. On a success the ambushed side loses 1 action and on a major success 2 actions on the first turn.

Initiative

If an ambush hasn't decided the initiative the leader of each side rolls Tactics vs Tactics. On a success that side chooses to go first or second. On a major success the other side loses 1 action.

Turns and Actions

Each side gets one turn and then the other side gets one turn. A turn for both sides is 10 seconds. Each individual gets 2 actions per turn. An action can be used to do the following:

No more than once per turn attack a target including loading a bow with an arrow in hand or use magic on something other than self or a carried or worn object.
Get out an item (including a JLS, arrow or bolt)
Leadership Action (B)
Load a crossbow (with bolt in hand)
Move (B)
Pick something up
Put away an item
No more than once per turn Recover
Stand Up
Tactics Action (B)
Use magic on self or a carried or worn object

Dropping an item doesn't take an action. In addition a character can use Bonus Action Magic once per turn immediately before or after any action marked (B) as long as the magical function targets him/herself or something s/he is wearing or carrying.

Sequence Within a Turn

In general the referee should decide which is each side's board edge – usually the side they entered from. Each turn take each individual on the side whose turn it is actions including any bonus actions or Follow Up Attacks (see later) starting from the rightmost figure from their board edge and working left. Where two figures are equally positioned left to right then the figure furthest forward act first then the next furthest forward and so on. A Tactics action can change this sequence. If an individual has any extra actions they are taken when a character would take a normal action – either before or after the normal action.

Spotting, Detecting and Concealment

Figures have different targeting Senses listed in the section below. If a target isn't Concealed a figure automatically spots targets in Line of Sight (LOS) and can target them for actions. A target can be Concealed by the light level, smoke or fog, concealing terrain, cover or using certain magic. If a figure is Concealed it can use Stealth to avoid being spotted. In this case the spotting figure must roll Perception vs Stealth and get at least a Draw or it cannot spot the target. Add the total Bonus provided by Concealment to the stealth rolls. Examples of Concealment are shown below. A target must be spotted to take a targeted action against it from more than range 1. To move towards or place a target within an area ability a figure must detect broadly where the target is. To do this a figure can use a non-Targeting sense such as hearing or tracking scent or detection magic. The referee can also decide that it is possible to use an area or move towards the last location where the target was last detected if it seems appropriate.

Light Levels

These affect senses and may provide Concealment. They are:

Light: Light Dominates Darkness. Sunlight or a brightly lit area.

Twilight: Darkness and Light are in conflict such as dawn, dusk, firelight, candlelit or torchlight. Lights have a limited range of effect. Night under the Full or Half Moons.

Night: Darkness dominates Light. Night under the stars or Crescent Moon.

Darkness: no Light. Underground or in a sealed room with no artificial light.

Fog or Smoke

Affect Senses and may provide Concealment. Can be haze or fog.

Concealing Terrain

Things like undergrowth can be Light or Heavy and may provide Concealment.

Cover

Can provide Concealment – Partial Cover hides 50-75% of the target and full cover 76%-99%. Complete cover is beyond Concealment as it means the target is not in LOS.

Magic

The Concealment of magic is listed for each ability.

Targeting Senses

All creatures have the sense Vision which can be used for targeted actions unless listed as Blind. Some creatures have other senses listed and some abilities grant other senses. Senses use the Perception skill. Concealment values are listed for each sense in certain circumstance. Where a range (R) is listed there is no Concealment up to this range from spotter to target and then it increases by 1 for each multiple of the range. E.g. if R5 then there is no Concealment at 0-5, 1 at 6-10 and so on. Total up all the Concealment e.g., if using vision at night against a target in light terrain at range 10 the Concealment is 2+1 = 3.

Sense	Function
Vision	Normal vision. Needs light.
Night Vision	Normal vision adapted to low light. Not good at seeing colour.
Dark Sense	A kind of echolocation. Doesn't detect colours is.
Earth Sense	Sensing air movements, earth masses etc. Doesn't detect colour or details.
Magical Sense	Senses the power of things living and non-living. Can see the runes and the power of runes of things. Provides little detail of the physical world. Unaffected by light levels, fog or smoke.

Light Levels				
Sense	Light	Twilight	Night	Darkness
Vision	LOS	R10	R4	No LOS
Night Vision	R5	R20	R8	No LOS
Dark Sense	R3	R5	R10	R10
Earth Sense	R5	R5	R5	R5

Fog or Smoke		
Sense	Haze	Fog
Vision	R10	R5
Night Vision	R10	R5
Dark Sense	-	-
Earth Sense	-	-

Concealing Terrain		
Sense	Light	Heavy
Vision	R6	R3
Night Vision	R6	R3
Dark Sense	-	R6

Concealing Terrain		
Sense	Light	Heavy
Earth Sense	-	-

Cover		
Sense	Partial	Full
Vision	R15	R8
Night Vision	R15	R8
Dark Sense	R8	R3
Earth Sense	-	-

Non-Targeting Senses

Creatures are assumed to have hearing as a non-targeting sense unless listed as Deaf. Others can have tracking scent. To detect the approximate location of a target using hearing is automatic if in a fairly quiet environment in which the target isn't trying to be quiet (e.g. calling out its location or making lots of noise). Otherwise a Perception roll is required against the target's Stealth if it is trying not to give away its location. The referee can impose penalties as follows to Perception:

- Noisy environment such as a fight: P2
- Range 10-19: P1, 20-29 P2 etc.

If using tracking scent use Perception against a D6 with the following penalties:

- Light wind blowing the scent away P2 unless a trail leads from within 1 square to the target and following the trail
- Strong wind blowing the scent away P5 unless a trail leads from within 1 square to the target and following the trail
- Target doesn't smell strongly (e.g. a non-living thing) P2
- Range 50-99 P1, 100-149 P2 etc.

Weapons and Attacks

A character is allowed an item in each hand or a two-handed weapon in both. The off-hand is at -1 weapon skill (for a sensible off-hand weapon -2 or more for others) unless using a shield or just a hand attack. A Small Shield can be used with a two-handed spear but at -1 shield skill. A Small Shield can also be used with a sling at no penalty even though a sling is otherwise two handed. Sometimes a character has more than two hands. In this case one extra hand can attack as part of the same attack action (with an off-hand penalty) but still only one hand can parry at a time. Those attacks marked ✖ are possessed by all humanoids. Those marked ▼ are possessed by certain creatures and are listed amongst their abilities. Others are held weapons.

Weapon	Range	Attack	Parry	Damage	Save	Special
1-2H Weapon in 2H		B1	B2	+1		Modifier to normal weapon stats when in two hands e.g. P1 with B2 would be B1.
Bash	1	0	N/A	P1	N/A	Unarmed. ▼
Bastard Sword	1	0	P1	B1	4+	Sword. 1-2H, Cut and Thrust, Heavy
Battle Axe	1	0	P3	B1	6+	Axe. 1-2H, AP1, Heavy
Bolas	T20	P1	N/A	N/A	7+	Bolas. If the attack gets a draw or success and target moved last turn it falls down. Removing the bolas requires an action and a successful test using either Athletics or

Weapon	Range	Attack	Parry	Damage	Save	Special
						Gymnastics. Difficulty is D6 against a successful hit or D8 against a major success. Difficulty is +2 for creatures without hands.
Broadsword	1	0	0	B1	4+	Sword. Cut and Thrust, Heavy
Carnivore Bite	0-1	0	N/A	B1	N/A	Unarmed. ▼
Claws	0-1	B1	N/A	0	N/A	Unarmed. Can also be a weapon. ▼
Composite Bow	60	P1	P2	0	7+	Bow. 2H, Pierce
Crossbow	60	0	P3	B1	8+	Crossbow. 2H, Pierce, Reload
Dagger	0-1, T10	B1	P3	0	3+	Dagger. Pierce
Disarm	1	P2	N/A	0*	N/A	Any Weapon Skill, Disarm. Attacks against target's weapon parry.
Flail	1	P1	P2	B1	7+	Flail. AP1, Recoil 1, Opposing Parry P2
Gaze	LOS	B2	N/A	N/A	N/A	Has no effect unless combined with a gaze power. ▼
Grapple	0-1	P1	N/A	0*	N/A	Unarmed. 2H, Grapple
Great Axe	1	0	P1	+1 B2	6+	Axe. 1-2H, AP1, Heavy. Opponent in reach to front at P1 Attack.
Great Sword	1	0	B1	+1 B2	4+	Sword. 2H, Cut and Thrust, Heavy. Opponent in reach to front at P1 Attack.
Hatchet	1, T10	0	P3	0	7+	Axe. AP1
Heavy Mace	1	B1	P3	0	6+	Mace. 1-2H, AP2, Recoil 1, Heavy
Horns	1	P1	N/A	0	N/A	Unarmed. Piercing. Can be used as part of a Move Through and then uses the Move Through stats but increase the base damage to 0 and add Piercing. ▼
Javelin/Light Spear (JLS)	1, T20	0	P2	0	6+	Spear. 1-2H, Thrust, Pierce
Kick	1	P1	N/A	P1	N/A	Unarmed. ▼✳
Kopis	1	B1	P1	B1	3+	Sword. Disarm (Attack P1, Damage B1*), Trip (Attack 0, Damage 0*)
Large Shield	1	0	B2	P1	5+	Shield. Parry (Damage B2), Push (Damage B1), Ranged Parry, Heavy, Running -1, Gymnastics P1, Stealth P1
Light Mace	1	B1	P3	P1	6+	Mace. AP2, Recoil 1
Long Thrusting Spear	2	P1	P2	0	5+	Spear. 1-2H, Pierce, Heavy
Maul	1	B1	P1	+1 B1	5+	Mace. 2H, AP2, Recoil 2, Heavy. Opponent in reach to front at P1 Attack.
Move Through	0	0	N/A	P1	N/A	Unarmed or Large Shield Skill. Move through attack. Add Movement as a Bonus to damage. ▼✳
Pike	3	P1	P2	+1	6+	Spear. 2H, Pierce, Heavy
Punch	0-1	0	P1	P2	N/A	Unarmed. ▼✳
Push	1	P1	N/A	P1*	N/A	Any Weapon Skill, Push – only causes Recoil. ▼✳
Ram	1	P1	N/A	0	N/A	Unarmed. AP1. Can be used as part of a Move Through and then uses the Move Through stats but increase the chance of hitting to B1 and base damage to 0. ▼

Weapon	Range	Attack	Parry	Damage	Save	Special
Rapier	1	B1	0	0	3+	Sword. Pierce
Rhomphia	1	B1	0	+1 B2	4+	Sword. 2H, Trip (Attack 0, Damage 0*), Heavy. Opponent in reach to front at P1 Attack.
Rock	1, T15	0	N/A	P2	N/A	Unarmed. AP1
Self Bow	40	P1	P2	P1	7+	Bow. 2H, Pierce
Shortsword	1	B1	P1	B1	3+	Sword. Pierce
Sickle Sword	1	0	P1	B2	4+	Sword. Disarm (Attack P1, Damage B1*), Trip (Attack 0, Damage 0*), Heavy
Sling	30	P1	N/A	P1	8+	Sling. 2H, AP1
Small Shield	1	0	B1	P1	5+	Shield. Parry (Damage B1), Ranged Parry
Spit	6	0	N/A	N/A	N/A	Creatures which spit or otherwise project a noxious substance such as acid or poison. ▼
Stinger/Venomous Bite	0-1	B1	N/A	P2	N/A	Unarmed. Inject Venom. ▼
Throwstick	1, T20	B1	P1	P1	6+	Throwstick. AP1
Touch	0-1	B2	N/A	N/A	N/A	Has no effect unless used with a Touch power. ▼✱
Trident	1	0	P1	B1	5+	Trident. 1-2H, Piercing, Disarm (Attack 0, Damage 0*)
Trip	1	P1	N/A	P1*	N/A	Any Weapon Skill, Trip ▼✱
Tusks	1	P1	N/A	P1	N/A	Unarmed. Piercing. AP1. Can be used as part of a Move Through and then uses the Move Through stats but increase the chance of hitting to B1 and base damage to 0. ▼
War Flail	1	P1	0	+1 B1	6+	Flail. 2H, AP1, Recoil 2, Opposing Parry P2, Heavy. Opponent in reach to front at P1 Attack.

Any Weapon Skill: the ability can be used with any weapon skill (and that weapon) or with unarmed.

Attack: modifier to weapon skill.

APn: if the weapon damage would fail to equal or exceed resistance against a target in Medium+ armour add up to n to the result but only so as to equal resistance (in other words more likely to cause a single Hurt against an armoured target). AP -1 means that the attack does no damage on a draw with resistance (usually only weaker materials against Heavy+ Armour).

Cut and Thrust: can be used to make a Stop Thrust and also can make a follow up attack with the same weapon.

Damage*: instead of normal damage this value is applied to Grapple, Push or Disarm as listed in Special.

Damage: a modifier to Athletics (Damage) skill to deliver Damage. A damage roll doesn't count as a skill roll and can't fumble.

Disarm: ability causes this effect instead of damage.

Heavy: only characters with Athletics Skill 0+, Weapon Skill 0+ and Athletics (Damage) D8+ can use these weapons. Small characters can't use them.

Inject Venom: if the attack causes a Hurt it also injects Venom into the target.

Parry: modifier to weapon skill.

Pierce: if the damage roll equals or exceeds the target's Health roll then add 2 to the result.

Push (), Trip (), Disarm (), Parry (): a character with this weapon can use these values for these actions instead of the standard values.

Push: ability causes this effect instead of damage.

Ranged Parry: can parry ranged (missile or thrown) attacks.

Recoil n: add n to result to see if the target recoils.

Save: on a D10 to avoid breaking.

Skill Pn: when carrying this weapon these penalties apply to skills.

Thrust: can be used to make a Stop Thrust.

Trip: ability causes this effect instead of damage.

Unarmed Skill: this ability uses the Unarmed skill.

The only two-handed weapons that can be used when mounted are Spear and Composite Bow plus a Self Bow dealing D8 damage or less.

Armour

Armour provides protection by increasing the character's skill when making Health rolls to resist damage.

Armour has a break save of 6+.

Armour	Resist Damage	Gymnastics, Stealth	Running	Water Life (Swimming)	Examples
Light	B1	0	0	-1	Leather Lamellar Cuirass and Conical Helm or a Linen Cuirass and leather cap
Medium	+1 B1	-1	0	-2	Linen Cuirass, Hard Leather Vambraces, Conical Helm
Heavy	+1 B2	-2	0	-4	Metal Scale Hauberk or metal breastplate, Hard Leather Vambraces, Open Helm
Extra-Heavy	+2 B2	-3	-1	-5	Metal Cuirass, Full Helmet, Metal Greaves and Vambraces

Materials for Weapons and Armour

Copper: When enchanted an axe made of copper has a 1 better save. Enchanted copper armour has a 1 better Gymnastics and Running modifier (no better than 0).

Gold: usually just gilded bronze rather than solid gold. A light magic cast on an enchanted gold item illuminates a one higher area. Enchanted gold weapons deal B1 to creatures tied to the Darkness rune (e.g Uz). A character wearing enchanted gold armour has B1 athletics to resist recoil.

Iron: doubles the number of Hurts caused by a weapon to Uz or Aldryami. Can damage creatures which are immune to normal weapons. Each unenchanted iron weapon makes it gives a -1 modifier to runes when casting magic and gives +1 to runes for resisting magic. Heavy unenchanted iron armour gives a -4 modifier to runes when casting magic and gives +4 to runes for resisting magic. Extra Heavy unenchanted iron armour gives a -7 modifier to runes when casting magic and gives +7 to runes for resisting magic. Enchanted iron weapons deal +1 damage. Enchanted iron swords have 1 better save. Enchanted iron armour proves +1 Armour and weapons other than those of enchanted iron have AP-1 against it.

Lead: an enacted lead mace or maul has Damage B1 and Recoil +1. A light mace becomes Heavy and a Heavy Mace or a Maul requires D10+ Athletics to use. Heavy or Extra-Heavy Armour has -1 Stealth instead of -3 but a wearer who is not Large has an addition -1 Gymnastics and Running.

Quicksilver (Aluminium): a flail or trident made of enchanted quicksilver can be use without penalty in water or underwater. Enchanted Quicksilver armour has no Water Life (Swimming) Penalty.

Silver: enchanted silver weapons deal damage to creatures immune to normal weapons. Enchanted silver armour protects the wearer against attacks which normally ignore armour.

Stone/Flint: weapons have AP-1 against Armour.

Wood: weapons deal P1 damage and have AP-1 against Armour.

Weapon Material

1. Hands, feet, flesh
2. Wood, Claws, Biters, Stingers and other natural weapons
3. Stone or Flint
4. Non-Enchanted rune metal other than iron
5. Bronze, enchanted rune metal and raw iron
6. Enchanted Iron

Harder (higher number) swords and daggers don't have to make a break save against softer materials when parrying.

Facing, Threat and Engaged

Each individual can face one square either orthogonally or diagonally. The square faced and those on either side are the individual's front and the figure's front extends directly outward from these. The squares directly behind the individual (one square for a 1 square individual) is the rear. Others are flanks. An individual threatens all squares to the front and in range of a melee attack. Each individual can engage one opponent in a threatened square. If there are opponents directly in front of the individual it is the closest, otherwise the closest opponent to the right front and finally the closest opponent to the left front. An individual's arc is the entire area 180 degree arc starting from the square/s immediately in front of it.

Move Action

The individual makes a Movement roll on 2D6 and moves the result modified by Running, Athletics and Gymnastics. Wearing Armour reduces skills and hence movement. Normal land creatures have B4 to Movement Running. Fast land creatures like riding animals and four legged predators have B8 when running. Flying animals have B12 when Flying. Non-aquatic bipeds have B1 when Swimming, aquatic creatures have B3 and other creatures no bonus. Movement must be either directly forward for 1 point per square, diagonally forward for 1.5 points per square or up to a 90 degree turn for 2 points (or 4 if for a fast 4 legged creature). Rough going costs x2 or x3 if mounted. A whole move action can be used to move 1 square in any direction maintaining the same facing. If an individual moves into a threatened square of an opponent and doesn't stop then they risk taking an **Opportunity Attack**. If an individual moves into a threatened square of an opponent who has a ready weapon with a Thrust action they risk taking a **Stop Thrust**.

Move Through

An individual can try to move through an opponent's square. This usually means moving through a threatened space unless approaching from the flank. The whole move must be in a straight line. The move through includes a Move Through attack as part of the same action. After the attack unless the move through hit or some other consequence stopped it the rest of the move continues to its conclusion.

Tackle

An individual can end a move action with a grapple.

Response to a Move

If an individual starts a move in arc of an unengaged target and finishes its move outside the arc then the target can turn to face the mover if it wishes if it can detect the moving individual.

Attack Action with a Weapon or Unarmed

If a character is lying down then it can only attack at range 0 (Hand to Hand) or using a crossbow. The individual picks a target within range and rolls a simple test against the target using weapon skill. The target

can choose to resist with a Parry or Dodge. A shield Parry can only be used to the Front or shielded Flank. A weapon Parry can only be used to the Front or flank of the weapon hand. A Move Through can't be resisted with any Parry except using a shield. The following modifiers apply to the Weapon Skill of the attacker:

- With a melee attack per extra individual threatening the target who is not themselves engaged: B1
- Melee attack against a target attacker isn't engaging (an individual usually attacks the target it is engaging): P2
- Attacking from above in melee (uphill, higher upstairs, defending a wall, mounted vs foot): B1
- Attacking (at R1) against a target which isn't Spotted: P2
- Making a bow attack from a mount: P1 unless using Mounted Bow skill. P1 worse if the mount is moving.
- Making a spear attack from a mount: P1 unless using Mounted Spear skill.

The following modifiers apply to Parry or Dodge:

- Lying down: P2
- Attack came from the flank: P2
- Attack came from the rear: P3
- Opposing an attacker which isn't spotted: P2 and if also not Detected an additional P2.
- Shield or Weapon Parry against opponent on the opposite front (e.g. using a shield in the left hand to parry to the right front) P1.
- Parrying with a spear, sword or trident against a grapple B2.

Compare the results with the defence chosen by the defender. Some results are defined as hits but this can be cancelled by a later result (e.g. by the damage result).

Against a dodge:

- Major Success. The attack hits – add the D for the Weapon Skill* to the result.
- Draw or Success. The attack hits.
- Failure. A melee attack misses if the target has the room and ability to move one square back and does so. A ranged attack misses if the target has the room and ability to move one square to either side of the attack and does so.
- Major Failure. The attack misses and the target can choose to move one square in any direction if it has the ability to.

Against a parry.

- Major Success. The attack hits – add the D for the Weapon Skill* to the result.
- Draw or Success. The attack hits.
- Failure. The attack hits the weapon. If parrying with hands this means the attack hits unless it was unarmed.
- Major Failure. The attack misses (is deflected – no damage roll) and the target can choose to move one square in any direction if it has the ability to do so.

*Adding the D for the weapon skill to the result means the weapon skill dice is rolled as well as the damage dice. Note that this is only the dice for skill – bonuses and penalties to the skill are not applied. The dice can be no larger than the damage dice.

Disarm Attack

Uses weapon or unarmed attack vs weapon parry.

- Major Success. The disarm hits – add the D for the Weapon Skill to the result.
- Draw or Success. The disarm hits.
- Failure. The disarm misses.
- Major Failure. The target countered and gets a disarm result against the attacker (if the attacker was using a weapon).

Attack Action with Magic

The effect of attacking with magic is lasted for the different magic abilities on the magic section.

Evade

A target in an area that is being attacked (for example by a physical agent) can evade using Gymnastics (Dodge) resisted by D6 +1 per square to reach the nearest square that is even partly outside the template.

- Major Success: target moves outside the area.
- Success or Draw: target can move outside the area and fall down.
- Failure: target is hit.
- Major Failure: target falls down and is hit.

Status Markers or Records

The status of an individual can be shown using markers or another record. The following status markers/records are possible. More than one different status stacks if possible but a character can't have two the same unless noted. All these can be repaired using healing magic but some can be removed in other ways as noted:

- Befuddled. Each action can only move in a random direction at half move. Wears off in 5 minutes. If the character is attacked the effect ends to the extent that s/he will assume that the attacker is an enemy as are those on its side.
- Blinded. The character cannot use Vision or Night Vision. Wears off after 12 turns (2 minutes) and the character is then Dazzled.
- Bound. The character can't move. Wears off after 5 minutes.
- Calmed. The character is P1 with any attack. Wears off after 5 minutes.
- Confused. At the start of each turn the character must save on 6+ or each action can only move in a random direction at half move. Wears off after 5 minutes. If the character is attacked the effect ends to the extent that s/he assumes the attacker and its allies are the enemy and can move and attack bearing this in mind.
- Dazed. The character is at P1 Arts, Craft, Customs, Healing, Knowledge, Persuasion, Stealth, Streetwise, Survival, Tactics, Water Life, Weapons and using Runes. Wears off in an hour.
- Dazzled. The character has P1 in Craft, Devices, Gymnastics, Healing, Perception, Running, Stealth, Survival and Weapons if targeted with Vision or Night Vision. Wears off after 12 turns (2 minutes).
- Disabled. The character can take no actions at all and lies on the floor unconscious unless a roll on the wound table has said otherwise. Can be treated with Healing (First Aid).
- Drained. The character is P2 Athletics, Health, Gymnastics, Running and Weapons. Wears off after 1 hour.
- Frightened: The character is P1 at Bravery, Weapon Attack and Movement if toward an enemy. Can be removed by Leadership and Oratory from another character otherwise wears off after 5 minutes of peace and quiet.
- Grappled. Individual can only act to resist the grapple or make an unarmed attack against the grappler at P2 attack and P2 damage.
- Grappling. Individual can only make an Unarmed Trip attack, other Unarmed attacks at P1 attack and damage, ready a R0 weapon which requires another grapple outcome roll or attack with an R0 weapon and can't take any other action without breaking the grapple.
- Hurt (-1 Health). An individual can have several of these. An individual whose Health dice is D1 is Disabled and must roll on the Wound Table. Recovers in 2 hours. Can be treated with Healing (First Aid).
- Pacified. The character can't attack. Wears off after 5 minutes or if the character is attacked by an enemy.
- Paralysed. The character stands absolutely still and takes no actions. No parry. S/he defends against physical attacks with a Dodge of 1. Wears off after 5 minutes.

- **Poisoned.** The character is P1 Athletics, Health, Gymnastics, Running and Weapons. Wears off after 12 hours.
- **Power Drained (-1 Magical Resistance).** An individual can have several of these. An individual with D1 in Magical Resistance is Disabled. At the end of each hour the character removes one Power Drain.
- **Routed.** The character must try to escape the situation and can't take any further actions to try to win. The character flees to the nearest reasonably safe place. Can be removed by Leadership and Oratory from another character otherwise wears off after 5 minutes of peace and quiet unless a Bravery fumble result says otherwise.
- **Slowed.** The characters running is -4. Wears off after 5 minutes.
- **Soul Blasted (-1 Runes).** An individual can have several of these. An individual with D1 in all runes is Disabled. At the end of each week the character removes one Soul Blasted.
- **Stunned.** Whilst an individual has a stun marker it can take no actions except to Recover. Recovery removes Stun after a variable period of time.
- **Stupefied.** The character is mindless. In each action s/he makes a half move in a random direction. S/he can't defend him/herself against physical attack and resists with 1 dodge and no parry. Wears off in an hour.
- **Weakened.** The character is P1 Athletics, Health, Gymnastics, Running and Weapons. Wears off after 1 hour.

Attack Results

Damage against an individual

Weapon Damage (or other cause such as Falling) vs Health (Resist Damage) modified by Armour.

- **Major Success.** Target is Hurt and Stunned. If damage result was 10+ take an extra Hurt, 15+ an extra 2 Hurts, 20+ an extra 3 Hurts etc. Possible Catastrophic Damage.
- **Draw or Success.** Target is Hurt.
- **Failure or Major Failure.** The target is unhurt.

Catastrophic Damage

Any damage result against an individual from any cause such as a (weapon, fall, acid, physical agent, trap etc.) which gets Triple the resisting value and exceeds the maximum result of the individual's full (unreduced) Health (Resist Damage) not including armour causes Catastrophic Damage. Also anything which causes Massive Impact (falls over D10 damage, blows from creatures over Size7, impact from heavy stones over D10 damage) causes Catastrophic Damage on a Major Result. The individual immediately suffers enough hurts to drop to D1 Health and is thus Disabled and must roll on the Wound tables.

Damage against a shield parry

Weapon Damage vs Shield Damage.

- **Major Success.** Using a spear or pike the weapon is stuck in the shield. The weapon and shield are useless until it is removed. Usually the shield is dropped and it will take 2 actions with the shield on the floor to pull it out. Against an arrow or bolt the arrow sticks in the shield – every 3 put the shield at P1 Skill. Against other weapons the shield must make a break save. Any damage in excess of the shield's damage hits the target. Possible recoil.
- **Success.** Against a non-penetrating attack the shield must make a break save at B2. Any damage in excess of the shield's damage hits the target. Possible recoil.
- **Draw or Failure:** the shield is undamaged. Possible recoil. Unless the target recoils this counts as a miss and stops Follow Up Attacks.
- **Major Failure:** the shield is undamaged and no recoil occurs. This counts as a miss for Follow Up Attacks.

Damage against a weapon

Weapon Damage vs Weapon Damage.

- Major Success: If the attack was not penetrating and not from a lower hardness weapon then the parrying weapon must make a break save. Broken or not the target must make a Fumble Save (usually 6+) or the parrying weapon is dropped. Damage in excess of parry damage hits the target. Possible recoil.
- Success: The target must make a fumble save at B2 (usually 4+) or drop the weapon. Damage in excess of the parry damage hits the target. Possible recoil.
- Draw: Damage in excess of the parry damage hits the target. Possible recoil.
- Failure or Major Failure: No further consequences. No recoil occurs. This counts as a miss for Follow Up Attacks.

Recoil

The recoil result uses the same result as the damage modified by the Recoil of the weapon. It happens unless the damage result says it doesn't. Push actions just cause recoil. It is resisted by the target's Athletics (Stand Firm). If the target is mounted add any modifier from Riding skill as well. E.g. a character with Athletics (1) and Riding (1) would have +2 to resist recoil when mounted. A character with Athletics (1) and Riding (-2) would have -1 to resist recoil when mounted. If the target has an ally immediately behind it with a shield (forming a phalanx) then add that ally's Athletics (Stand Firm) as well.

- Major Success: If on foot target recoils one square and falls down. If mounted target recoils one square falling off the mount and is Hurt. The attacker can move one square forward if it wishes and there is space to do so. Counts as a hit for allowing Follow Up Attacks.
- Draw or Success: Target recoils one square if on foot. If mounted the target falls off the mount in the same square and the mount moves 1 square away into an empty square if possible. The attacker can move one square forward if it wishes and there is space to do so. Counts as a hit for allowing Follow Up Attacks.
- Failure or Major Failure: No further consequences. No recoil occurs. Doesn't alter the current situation for Follow Up Attacks (if currently a Hit stays a Hit, if currently a Miss stays a Miss).

If the individual recoils into an object then the recoiling individual must make a Gymnastics test vs D6. If the result is a failure or major failure the individual falls over. If the recoiler hits another individual then that individual can choose to either:

- Evade the recoiler. If this fails (and didn't fall anyway) resist the recoil at P1 Athletics.
- Resist the same recoil result with B1 Athletics.
- If part of a phalanx (shielded and helped to resist the recoil) recoil 1 square with the whole file of the phalanx doing the same.

Disarm against a weapon or shield

Weapon Damage vs Weapon Damage.

- Major Success: a weapon is dropped. Target must make a fumble save (usually 6+) or target shield is dropped.
- Draw or Success: Target must make a fumble save (usually 6+) or drop target weapon. Target must make a fumble save at B2 (usually 4+) or drop weapon.
- Failure or Major Failure: no effect. Counts a Miss for follow up attacks.

Trip

Athletics (Strength) vs Athletics (Stand Fast) or Gymnastics at target's choice.

- Major Success: The target falls down and is Hurt. If the attacker was Grappling breaks the grapple unless the attacker falls too.
- Draw or Success: The target falls down. If the attacker was Grappling breaks the grapple unless the attacker falls too.
- Failure or Major Failure: No further consequences. Counts a Miss for follow up attacks.

Move Through

Athletics (Damage) modified by Running vs Athletics (Stand Fast). When making or receiving a move through a character can lead or receive it with a large shield which will take any damage first. Some weapons can be used with a move through.

- Major Success: The target recoils one square and falls down. The target suffers damage equal to the Move Through but with no further recoil. Unless the attacker is mounted or is a 4+ footed creature it must make a Gymnastics test vs D6: draw, failure or major failure the attacker falls over in the same square as the target.
- Success: The target recoils one square and takes damage equal to the move through though with no further recoil and the attacker can follow up one square and then must stop.
- Draw or Failure: the attacker stops. Both take damage equal to the move through possibly with a recoil. Counts as a miss for follow up attacks unless the target recoils and the attacker doesn't.
- Major Failure: the attacker recoils, falls down, stops and takes damage equal to the move through though with no further recoil. Counts as a miss for follow up attacks.

Grapple Hits an Individual

Athletics (Strength) modified by Unarmed Skill vs Athletics (Strength) modified by Unarmed Skill. If the grapple was the result of a Tackle the attacker always falls down but makes an immediate Trip attack on any success. If the target doesn't fall the grapple is broken.

- Major Success, Success or Draw: Target is Grappled.
- Failure or Major Failure: No further consequences.

Grappled targets can't take any actions except to resist the grapple or make unarmed attacks against the grappler at P2 attack and P2 damage until it is broken. Resisting a grapple requires the attacker make a grapple result roll again as above (i.e. the grappler is still the active side). Without breaking the grapple the grappler can make an Unarmed Trip attack (this will break the grapple if it knocks the target down unless the attacker falls too), make other Unarmed attacks at P1 attack and P1 damage, ready a range 0 weapon (this can't have been in hand when the grappled occurred because grapple requires 2H) but this requires another grapple result roll because the target could escape or attack with a R0 weapon.

Grapple Hits a Weapon or Shield

Athletics (Strength) modified by Unarmed Skill vs Athletics (Strength) modified by Weapon Skill. If the grapple was the result of a Tackle the attacker always falls down.

- Major Success: weapon is disarmed.
- Success: any weapon except a sword or shield is disarmed. A shield is held.
- Draw or Failure: weapon except a sword is held.
- Major Failure: No further consequences unless weapon is a sword. Against a sword the sword user rolls damage against the grappler.

If a weapon is held and the grappler chooses to keep hold then the target cannot use it whilst it is held. It can use an action to try to throw the grappler off which allows the grappler to roll again as above. The target can also get the grappler off by attacking with its other hand for example or its feet. The grappler can choose to roll again as above for an action. The grappler's dodge against the target is P2 and the grappler can't parry.

Acid

Resisted by Health modified by Armour.

- Major Success. Target is Hurt and Stunned. If damage was 10+ take an extra Hurt, 15+ an extra 2 Hurts, 20+ an extra 3 Hurts etc. Armour makes a break save. Roll result again at the same point next turn. Can cause Catastrophic Damage.
- Draw or Success. Target is Hurt. Armour makes a break save at B2. Roll result again at the same point next turn.
- Failure or Major Failure. The target is unhurt.

Wound Tables

In general an individual must roll on a wound table when reduced to D1 Health. If a the target was reduced to D1 Health because of a Major Impact then subtract 2 from the result. A PC can spend a HP when rolling on any wound table to roll another D10 and take its result if it is higher than the previous roll. Any number of HP can be spent in this way.

D10	Wound Table
1 or fewer	Dead
2-3	Mortal Wound
4-6	Serious Wound
7+	Minor Wound

The following table shows how long an individual remains disabled (or unconscious) as a result of wounds.

D10	Time Disabled for Mortal Wound	Time Disabled for Serious Wound or Minor Wound
1	D30 Hours	D30 Hours
2	D24 Hours	D20 Hours
3	D20 Hours	D6 Hours
4	D8 Hours	D30 Minutes
5	D6 Hours	D20 Minutes
6	D30 Minutes	D6 Minutes
7	D20 Minutes	D20 Turns
8	D10 Minutes	D12 Turns
9	D6 Minutes	D6 Turns
10+	D20 Turns	1 Turn

The following table shows how long the injury lasts without healing:

D10	Mortal Wound Table	Serious Wound Table
1	Blinded in one eye. With one eye Perception (Vision) and Ranged Attacks P3. Serious change to appearance. All skill P2. (Permanent but after 6 weeks penalty for one eye drops to P2 and P2 to all skills goes)	Broken leg. Untreated can't walk. Treated Running Athletics and Gymnastics are P3. (12 weeks but without healing victim will always limp at P1 Gymnastics and Athletics (Using Leg))
2	Lost an ear. Perception Hearing P2. All Skill P1. (Permanent but after 6 weeks penalty to all skills goes)	Broken arm. The arm can't be used untreated. Treated it is at P3. (12 weeks but without healing using the arm will always be P1 when used)
3	Brain injury P4 Knowledge, Customs, Literacy, Leadership and Oratory. P2 to all other skills. (Permanent but every 16 weeks the Penalty gets 1 better until it reaches P1)	One eye closed – useless until healed. Perception (Vision) and Ranged Attacks P3 (4 days).

D10	Mortal Wound Table	Serious Wound Table
4	Serious damage to jaw: can't eat solid food or talk easily. Health P2, Persuasion P2, Leadership and Oratory P2, Survival P2. All other skills P1 (Permanent but after 6 weeks penalty to all skills goes and others improve to P1)	Broken nose P1 to all skills (2 weeks but without healing won't be straight so appearance altered)
5	Neck injury: can't turn neck, P2 Perception, Gymnastics, Weapons (Permanent but after 6 weeks improves to P1)	Concussed: P2 to all skills for D30 hours after the injury
6	Severed or shattered arm. It can't be used at all. All Skills P1 (Permanent but after 12 weeks penalty to all skills goes)	Hit in the mouth: lost some teeth. P1 to all skills. (7 days for the injury but the teeth aren't coming back so appearance altered and finds it harder to eat).
7	Severed or shattered leg. Can't walk. All skills P1. (Permanent but after 12 weeks loses the P1. Only if treated then after 4 weeks can walk at P3 with a crutch and/or peg-leg)	Body injury: P1 Athletics and Health (8 days)
8	Body injury: P3 Athletics, Gymnastics, Health (Permanent but after 6 weeks goes to P2)	Ankle or foot injury – Untreated can't walk. Treated Running Athletics and Gymnastics are P2. (8 weeks)
9	Shattered or severed hand It can't be used at all. All Skills P1 (Permanent but after 8 weeks penalty to all skills goes)	Hand or wrist injury- Untreated the hand can't be used. Treated it is at P2. (8 weeks)
10	Shattered or severed foot. Can't walk at all. All skills P1 (Permanent but after 8 weeks loses the P1. Only if treated then after 4 weeks can walk at P2 with a crutch and/or peg)	Serious cuts or bruises: P1 Health (4 weeks)
11+	Roll on Serious Wound table for effect (though still counts as a Mortal Wound for risk of dying)	

Dead: individual killed outright immediately by a catastrophic injury.

Mortal Wound: individual has 2D10 (highest) turns to live. If not halted by magic or mundane healing in this time s/he will die. After ceasing to be unconscious or disabled the individual can crawl or limp slowly away but can't fight or do strenuous activities at all until some healing has occurred. The other effects are permanent without magic healing.

Serious Wound: After ceasing to be unconscious or disabled the individual can crawl or limp slowly away but can't fight or do strenuous activities at all until some healing has occurred. The other effects have a healing time which is reduced by healing.

Minor Wound: After ceasing to be disabled is then at P1 Health for 2 weeks.

Follow Up Attack

If an individual makes an attack which doesn't miss (a miss is defined as certain results on the attack and result tables) then it can make a follow up attack as long as this is using a different weapon (this can be a different arrow, another thrown weapon, a weapon currently sheathed or slung or a weapon in the other hand, using another hand or another foot). Cut and Thrust weapons allow one additional attack with the same weapon. If the target of the attack is still standing up and able to fight on (not Disabled, Paralysed etc.) then the follow up attack must be against the same target if it is in reach of any attack. In other circumstances the attack can be against any enemy within reach. An individual can carry on making follow up attacks until it runs out of different weapons/attacks or one misses. If the original attack being followed up was in the individual's first action this turn then it is possible to make a follow up attack after the second action so for example the second action could be used to draw another weapon or make a move before the follow up attack. An individual is also allowed one additional move immediately before a follow up attack which must be used to get into range to use an attack but only one such move per turn.

E.g.1. In the first action of the turn Iddi throws a JLS hitting his target. He uses his second action to ready a second JLS and then follows up by throwing it at the same target who is disabled. Now with no weapon in his right hand Iddi follows up again by closing with a second enemy (using his free follow up move) and attacks with a shield bash knocking his opponent down and steps forward into range again (for free using the one square move allowed after a recoil). He then tries to follow up again by kicking his enemy on the floor but misses and is then not allowed another follow up.

E.g.2. In the first action of the turn Iddi throws a JLS hitting his enemy. He uses his second action to draw his broadsword and then closes with his opponent using his free follow up move. He attacks with the broadsword making his opponent recoil. He steps forward one square for free following the recoil and attacks with the broadsword again (because it is Cut and Thrust he can do this) and hits again. He then tries to shield bash his opponent and though it initially hits his opponent's shield the result counts as a miss and thus can't follow up again.

Sometimes an attacker has more than two hands and is allowed to attack twice in the same action. If one of these attacks hits follow ups are allowed even if the other misses. An attacker can use up to two arms for each follow up if s/he has two that weren't used already.

E.g. 3. Ameatha the Yara Aranis cultists currently has four arms each holding a kopis. She attacks with two arms getting two hits. S/he is then allowed to follow up and follows up with two more arms getting another hit and a miss. She can still follow up with a kick after this.

Stop Thrust

An individual armed with a weapon with the Thrust special ability can immediately make an attack on an enemy moving into range and to the front breaking into the opponent's turn to do so. No follow ups are allowed after a Stop Thrust. Only one Stop Thrust is allowed per turn. If the target recoils it can't move any further this action.

Opportunity Attack

An individual can make an opportunity attack if an opponent in a threatened space:

- Having moved into or out of such as space doesn't stop moving.
- Tries to make a missile or thrown attack.
- Tries to use magic that targets something other than itself or something it is wearing or carrying or the individual threatening it.
- Tries to load a bow or crossbow.
- Tries to pick something up.

An opportunity attack must be with a melee attack. No follow ups are allowed after an opportunity attack. An opportunity attack made immediately after a Stop Thrust must be with a different weapon. Only one opportunity attack is allowed per turn.

E.g.1. Yarna is armed with a LTS. A fierce troll tries to charge her from the front. When it reaches weapon range (2 squares) Yarna makes a Stop Thrust which hits causing a Hurt but no recoil. The troll moves on to range 1 and Yarna makes an opportunity attack but can't use her spear as she used it for a Stop Thrust. Instead she attempts a shield bash on the approaching troll.

NPCs fighting NPCs

On occasion it is necessary to see what happens when NPCs fight such as if the PC's followers fight NPCs, the PCs are caught in a fight between other factions and so on. To this end NPCs are given a combat stat which will indicate which way they fight and how good they are. This only matter when using the system against other NPCs. They can be:

Type	Effect
Foot Skirmishers (FS)	P2 when fighting in melee.

Light Mounted (LM)	P1 when fighting in melee. P1 in melee in rough terrain.
Medium Foot (MF)	No modifiers.
Heavy Mounted (HM)	B2 when fighting FS or MF in melee in good-going if moved into contact. P2 in melee in rough terrain.
Heavy foot (HF)	B1 in melee in good-going. P1 in melee in rough going.

In addition they have a general classification composed of how competent, professional and well equipped they are of their kind:

Class	Effect
A	Elite: B2
B	Good: B1
C	Average: -
D	Poor: P1
E	Rabble: P2

When NPCs are attacking another NPC roll their XD with the bonuses or penalties shown above against the target's XD with the modifiers shown. Use the normal combat modifiers for attacking and defending used by other characters (e.g. above, flanks etc.). Also use P1 if attacking with thrown or missile. If the result is:

- Draw: target recoils 1 square if in melee. HM or HF follows up if it moved into contact.
- Success: FS or LH retreat a full move in melee. Others recoil 1 square. HM or HF follows up 1 square if it moved into contact.
- Major Success: target is eliminated from the fight. HM or HF follows up 1 square if it moved into contact. MF follows up 1 square.

After the conflict roll to see the status of any individual removed. B2 for LH or F:

D10	Status
1-4	Killed
5	Serious Wound
6	Minor Wound
7	Hurt
8+	OK

Recovery Action

The individual rolls Bravery vs D10.

- Major Success: The Stun marker is removed and the individual can act in this action.
- Draw or Success: The Stun marker is removed and the individual can act in its next action.
- Failure: The stun is removed and the individual can act next turn.
- Major Failure: The stun marker stays in place.

Morale Checks

In combat a Moral Check (a bravery test) is triggered by:

- Leader Routed or Disabled.
- Ambushed.

- Attacked by undead.
- Attacked by chaos.
- Odds look worse than 1:2 given the apparent power of the two sides.
- An individual on a side is Disabled or Routed and there are now less allies in action than Disabled or Routed.
- Seeing a horrific sight.
- Individual is currently Routed and is allowed to try to rally (circumstances indicated in rules).
- Individual is currently routed and odds now look better than 2:1 given the apparent power of the two sides.
- Currently Routed and Leader ceases to be Disabled or Routed.
- Currently Routed and a new leader takes over.

The individual usually rolls Bravery vs D10 though the referee can make the test more difficult for really bad cases or multiple causes.

- Major Success or Success: The individual is fine and can continue.
- Draw. The individual is worried: If already Routed s/he stays Routed and if Frightened s/he is Routed.
- Failure: The individual is Frightened or if already Frightened then Routed.
- Major Failure: The individual is Routed.

Leadership Action

The leader of a force can attempt a leadership action to inspire or rally his/her forces. S/he makes a roll of Leadership vs D10.

- Major Success: All followers within 10 squares who are Frightened or Routed make a Morale Test using the Leader's Leadership Value as well as Bravery. As a result of this their status can't get any worse.
- Success or Draw: All followers within 10 squares who are Routed or Frightened make a Morale Check. As a result of this their status can't get any worse.
- Failure: No effect.
- Major Failure: All followers within 10 squares who aren't Routed must make a Morale Check.

Tactics Action

An individual can make a Tactics roll vs the Tactics of an opponent. A leader can make a Tactics roll vs the tactics of the enemy leader. For an individual:

- Major Success: Has B1 in Attack, Parry and Dodge rolls against opponent for the rest of this turn and next turn.
- Draw or Success: Has B1 in one Attack, Parry or Dodge roll against opponent which occurs during the rest of this turn and next turn.
- Failure: No effect.
- Major Failure: Opponent has B1 in Attack, Parry and Dodge rolls against individual for the rest of this turn and next turn.

For a leader:

- Major Success: All followers within 5 squares can perform a Tactics test vs D8. On any draw or success they have B1 in Attack, Parry and Dodge rolls against opponents for the rest of this turn and next turn.
- Draw or Success: All followers within 5 squares can perform a Tactics test vs D8. On any draw or success they have B1 in one Attack, Parry or Dodge rolls against opponent occurring during the rest of this turn and next turn.
- Failure: no effect.

- Major Failure: All followers within 5 squares must make a Tactics test vs D8. On a failure or major failure they stand confused for two actions.
- Alternatively a leader can use a Success or Major Success to change the action sequence within a round for his/her side from its current status (always starts right to left & front to back) to some other sequence such as from left to right, centre to outside, flanks to centre, back to front etc.

Falling

This is the damage taken from a fall. If the figure is expected the fall it can make a gymnastics test of the indicated difficulty to take no damage. Falling causes Damage Against an Individual as for a weapon. The effects on Health (Resist Damage) for size are reversed for falling (in other words being Large reduces resistance to falling whereas being small improves it):

Squares	Damage	Gymnastics	Notes
1	D4 AP1	D4	
2	D6 AP1	D6	
3	D8 AP1	D10	
4	D10 AP1	D14	
5	D10 AP2	D16	
6-7	D12 AP2	D18	Massive Impact
7-10	D14 AP2	D20	Massive Impact
11-20	D16 AP2	D22	Massive Impact
21-35	D18 AP2	D24	Massive Impact
36-55	D20 AP2	D30	Massive Impact
56-75	D22 AP3	D50	Massive Impact
76-105	D24 AP3	D50	Massive Impact
106-140	D30 AP3	D100	Massive Impact
141+	D50 AP3	D100	Massive Impact

Fire and Light

Fire damage depends on the kind of fire it is. Fire in Glorantha doesn't need air to burn and can burn anything as fuel. The value of light is important for resisting Darkness. Fire turns normal Night or Darkness into Twilight as long as it has a value of at least D1 and its value goes down by 1 for each square after the first away from it.

Fire Type	Volume (Cubes)	Min Footprint (Squares)	Max Footprint (Squares)	Fire Damage (As Physical Agent)	Light
Lamp or Candle	0	0	0	D2	D4
Torch	0	0	0	D4 B2	D4
Mahome (Camp Fire)	0-8	0	4	D6 B2 Ignores Armour	D6
Gustbran (Bonfire)	9-125	5	25	D10 B2 Ignores Armour	D8
Oakfed (Wild Fire)	126+	26	Unlimited	D14 B2 Ignores Armour	D10

Fire will only spread onto an element or other rune its value can get a major success against – otherwise it may damage it but it won't actually set it alight. If the fire gets a major failure against an element then that cube of the fire will go out. Any element effected by stasis has +3 resistance to fire.

Element or Rune	Resistance	Examples not Effected by Stasis	Example Effected by Stasis	Notes
Air	D18	Air		Air is so influenced by movement that it tends to blow away from fire which makes it fire tend not to spread through the air.
Animal/Man	D4	Hair	Flesh, bone	Living creatures are usually wet as well.
Darkness	D12	Darkness		Darkness lacks any real substance and tends to burn away in the presence of fire but doesn't spread much or cause damage.
Earth	D14	Dust, Sand	Rock	
Plant	D2	Kindling, grass and leaves	Block of wood, tree	Living plants are often wet
Water	D24	Liquid Water	Ice	When another rune is wet it will add 3 to it resistance

Magic

Magic Abilities

A magic ability is classified it two ways – its Function and its Source. Function tells you what the magic does whereas source tells you how it does it. Each magical ability is associated with a Rune and when the ability is activated a roll on the Rune gets the result for the magic.

Duration

Some magic is resisted by a Duration Dice which shows how long the magic will last. Magic with Duration -1 reduce the duration dice by 1 (e.g. D6 to D4).

- 0 Turns (that is it will be used this turn and then spent): D0 (i.e. no extra dice)
- 5 Turns: D6
- 5 Minutes: D8
- 15 Minutes: D12
- 1 Hour: D14
- 6 hours D18
- 12 hours D20

Other magic lasts until something happens. In either case multiple instances of the same function don't stack. Also the referee should rule that any magic that changes the same thing doesn't stack e.g. Hide and Carapace.

Magical Resistance

Some magical attacks are resisted by Magical Resistance. An individual or thing's Magical Resistance is equal to the value of its **weakest** rune. Everything has a magical resistance but living things and those inhabited by spirits, guardians or demons tend to have much more than inert matter which can be assumed to have D4. Conscious creatures can choose not to use their magical resistance.

Rituals

Magic can be used in a **ritual**. With time and correct ritual paraphernalia it will increase the value of the magic.

The maximum bonus available depends on the difficulty of the magic:

Difficulty	Max Ritual Bonus
D4, D6, D8	+1
D10, D12, D14	+2
D16, D18, D20	+3
D22, D24, D30	+4
D50, D100	+5

Paraphernalia can include dressing up in ritual costume, having the correct ritual objects. Decorations for the area and for the people involved. The complexity and value of the paraphernalia increases as the ritual bonus increases. Half of the value of paraphernalia is shared between rituals with the same source (e.g. Orlanth rune magic) and half is specific to the function involved. More complex paraphernalia is usually the collective property of a community such as a temple or clan. Value expended is in sacrifices, paint, incense and similar consumables:

Ritual Bonus	Paraphernalia Value	Value Expended
+1	10L	1L
+2	1000L	10L
+3	5000L	100L
+4	25 000L	1000L
+5	125 000L	10 000L

Ritual Time	Bonus
15 minutes	+1
Hour	+2
Day	+3
Week	+4
Season	+5
Year	+5
Ritual Magic	Down 1

Normally a 15 minute ritual gives +1, an hour +2 and a day +3, a week +4 and a season +5. A magical function labelled as Ritual always requires a ritual with the 15 minutes as no bonus, an hour +1, a day +2, a week +3, a season +4 and a year +5.

Supporters can help in a ritual. Who these people are and how magically competent they are will depend on their role and is up to the referee. If the number of people is insufficient the ritual will take longer to produce the result.

Difficulty	Number of People to get			
Modifier	-2	-1	0	+1
D4, D6, D8	N/A	N/A	1	3
D10, D12, D14	1	3	7	21
D16, D18, D20	1	7	21	63
D22, D24, D30	1	21	63	147
D50, D100	1	63	147	441

For example for a difficulty D14 function which was not necessarily a ritual the maximum bonus would be +2 which could be accomplished by 21 people (+1) working for 15 minutes (+1) or 7 people (+0) for an hour (+2) or 3 people (-1) for a day (+3) or 1 person (-2) for a week (+4). It would require 1000L of paraphernalia and 10L of sacrifice.

Concentration

Some magic requires concentration. If the individual who created it gains any status (e.g. Hurt, Stunned, Frightened) or uses an action to create another magical effect then the magic ends.

Magic Saves

A magic save is required if a rune dice comes up:

- A 1.
- A 1 or 2 if the magic contains a difficulty dice of D12+
- A 1, 2 or 3 if the magic contains a difficulty dice of D22+
- Some magic requires a save more often. This is listed as Save On +1. For example a Physical Agent with a difficulty of D10 requires a save on 1 or 2
- Any magic suffers a major defeat unless listed as otherwise (e.g. an Augment, Physical Agent or Supernatural Action).

A PC can spend a HP to re-roll a magic save. Any number of HP can be spent in this way.

Recharge

Some magical functions can't necessarily be used every turn. If a function has a recharge the user must roll a D6 at the start of each of their turns after the function was used. On a 5 or 6 it recharges and can be used again. A PC can spend a HP to allow a function to automatically recharge.

Companions

Some cults allow devotees to have a companion. The companion is a cult spirit or daemon bound into a creature (as a familiar) or into an object. The devotee is in Mind Link (as the magical function) with the companion at all times. The companion has the same runes as the cult. It begins with the same XD as the devotee. It is capable of learning magical functions and of increasing its XD (using the character's XP). If the companion is bound into a creature it has the skills and abilities of the creature and can perceive the physical world normally. If it is bound into an object it has no extra skill or abilities but can perceive the spirit world like a disembodied spirit – noticing magical power of things whether embodied or disembodied. If a familiar is killed or an object containing a companion is broken then a ritual requiring a week is required to put it into something new. Each cult has particular creatures or objects into which they put companions.

Functions of Magic

Magic can have the following functions and difficulties. Each function is followed by a list of statistics:

- **Target:** lists what the function can be used on Self (the user), Touch (a target that is touched), LOS (Line of Sight a target that can be detected with a targeting sense).
- **Difficulty:** some abilities have a specific listed difficulty but they can instead or as well list Duration and/or Magical Resistance. A function whose difficulty has more than one component each with & then it is resisted by all the dice. Some difficulties are separated by Or – in this case use the higher of the two. If an ability has no Difficulty it always works (in the sense that it always rolls its D for results though it can still fumble – in effect its result is its difficulty)
- **Special:** some abilities are listed as Bonus (they can be used with certain other actions as a Bonus action as long as they target the user or something s/he is wearing or carrying) anything else can't. Some are listed as No Actions (they require no actions and are used as part of another action). Some are listed as Ritual – they always require a ritual. Some functions have special periods of time they last listed. Functions that have neither a Duration (part of the Difficulty) or a special duration are instant (they act immediately and then end though their effects may carry on). Special things are in bold.

Augment: lets the character roll an extra D to something that could be accomplished in some sense conventionally. Doesn't require a magic action and works whenever the user wishes (chose before rolling all dice). Can give an extra D to a skill, damage or armour. Often lists a sub-type for a skill. Examples Augment Sword, Augment Sword Damage, Augment Armour, Augment Gymnastics (Dodge). An Augment enhanced by a

ritual will work for one action e.g. one fight, making one object, one debate, one trade transaction etc. Augments don't stack. The extra D provided by an Augment can't be bigger than the dice the character would roll normally. Augment's don't require a magical save if they have a Major Failure. – Self, Difficulty None

Bless: a blessing has a difficulty depending on the size of what is being blessed. Whilst the exact difficulty is up to the referee, but some examples are listed. A blessing lasts for a season but if it fails for a season it can't be tried again without a successful placatory ritual +1 harder than the blessing which will then allow another blessing attempt. A successful blessing will remove any curses and improve the successful yield of what it blesses by 10% (e.g. Crops, Births, Production rate). Blessings from different complementary sources usually stack for the % yield only where they have a different flavour text e.g. Kill Weeds (Bless Crops), Fertile Earth (Bless Crops). Something which is Blessed is also harder to curse. When blessing an individual the yield refers to the amount of useful activity the person can do, for crops the yield of crops produced for births the proportion of births which have a successful outcome for mother and child and so on. – LOS, Difficulty – Individual D12, Household, Workshop, Garden, Shop, Stall D14, Village, Field, Marketplace D16, Town, Heroband, Regiment D18, City D20 +2 if Currently Cursed, **Ritual, Lasts 1 Season.**

Boost: uses a magic action to target a weapon or armour. On a success the item gets minor boost (B1) and on a major success a major boost (B2) for the duration. For a weapon it works for the damage result and for armour for the armour result –Touch, Difficulty Duration, **Bonus**

Call (Creature): this function is used to call creatures owned or related to the caster in some way to him/her. It comes in two parts:

- Link (Creature). Links a middle world creature that the user owns/is related to him/her allowing the Bring part of the function to be used - Touch, Difficulty D8, **Ritual.**
- Bring (Creature). Calls all or a selection of the creatures linked to the caster to come to him/her. The caster can choose if they need to come as fast as possible or normally. Animals must come but intelligent creatures instead sense the request and can come if they choose. The targets will know the direction and distance to the caster - Self, Difficulty D8, **Lasts Until All Arrive or If Intelligent Creatures refuse the by doing something other than trying to reach the caster.**

Change: uses a magical action on self and allows the user to target one of his/her own skills. On a success allows that skill to be used in place of another. Examples: Order Horse (Leadership and Oratory (Commanding Speech) for Riding (Horse)) – Self, Difficulty = Target Skill & Duration

Change Environment: targets an area or object in LOS. If it targets an object it moves with it. Once the function is active the environment created has a value equal to the rune which created it modified as follows:

- Burst Full Value
- Large Burst Value -1
- Massive Burst -3
- Diameter of 25 squares -5
- Diameter of 50 squares -7
- -1 per additional area created or maintained at the same time.
- Some environments are listed as Large which means this penalty is reduced by 1.

On any success changes the environment in the target area/s. Opposite change environments oppose one another. Environments are also may be opposed by the functions Stop, Disorder and Move. Where conflicting functions overlap roll their values in opposition and whichever gets a success works. On a draw neither works. In an area of magical environment effects produced by certain runes must roll against the value of the environment as well as any other resistances – LOS, Difficulty listed below & Duration -1

- Cloudclear – clouds are driven away above the area Opposes Rain and Torrential Downpour - Difficulty D8, Large.

- Cold – the area becomes cold. Movement, Weapons and Devices for individuals without a ● or ☯ rune are P1 Opposes Heat, Sandstorm, Rain, Torrential Downpour and Warm Breeze. Resists ☯ - Difficulty D8.
- Darkness – an area of total darkness. Opposes Light including that created by mundane items. Resists ☯☯. Difficulty D14 in sunlight otherwise D6.
- Fog – an area filled with Fog - Difficulty D8, Large.
- Heat – the area becomes hot and dry. Movement and Weapons for individuals without a ☯ rune are P1. Opposes Warm Breeze, Rain, Torrential Downpour, Cold and Snow. Resists ● - Difficulty D8.
- Light – an area of bright light like sunlight. Opposes Darkness. Resists ● - Difficulty D10 at night or in the underworld otherwise D6.
- Night – an area as dark as night. Opposes Light. Resists ☯☯ - Difficulty D8.
- Rain – heavy rain falls in the area. Movement is P1. Missile or thrown attacks and damage are P1 per 5 squares of range. Counts as Haze. Difficulty D8. Opposes Sandstorm, Torrential Downpour, Snow, Warm Breeze and Heat. Resists ☯ - Difficulty D10, Large
- Sandstorm – an area filled with a gale filled with particles of sand or dust. Only works in dry areas like deserts or plains. Any thrown or missile attack that passes through the area is at P1 per square. Movement in the area is P3. Provides concealment like Fog. Opposes Stop, Disorder, Cold, Snow, Stillness, Fog, Heat, Rain, Torrential Downpour and Warm Breeze - Difficulty D10.
- Torrential Downpour – extremely heavy rain falls in the area. Movement is P3. Missile or thrown attacks and damage are P2 per 3 squares of range. At the start of each individual in the area's turn they must resist Athletics (Strength) D6 getting a success or fall down. Counts as Haze. Opposes Rain, Warm Breeze, Snow, Sandstorm and Heat. Resists ☯ - Difficulty D12, Large.
- Snow – heavy snow falls in the area. Movement is P1. After 10 turns the snow is thick enough to count as bad going. Missile or thrown attacks are P1 per 5 squares of range. Counts as Haze. Difficulty D10. Opposes Rain, Torrential Downpour, Sandstorm, Heat and Warm Breeze. Resists ☯ - Difficulty D10, Large.
- Stillness – the air in the region is still and calm. Opposed by Wind, Sandstorm, Warm Breeze and Disorder. Resists ☯ - Difficulty D8.
- Warm Breeze – the area warm with a breeze. The temperature is comfortable. The humidity is pleasant. Difficulty D8. Opposes Disorder, Stop, Cold, Fog, Stillness, Rain, Torrential Downpour, Sandstorm, Wind Snow and Heat - Difficulty D8.
- Wind – an area filled with a howling gale. Any thrown or missile attack that passes through the area is at P1 per square. Movement in the area is P3. Anyone who enters or starts their turn standing up in the area must resist the wind value (including any area modifiers) with Athletics and get a result or be knocked down. Difficulty D8. Opposes Stop, Stillness, Disorder, Warm Breeze and Fog. Resists ☯ - Difficulty D8.

Charm (Target): targets a creature or creatures. Has -1 Val for each target after the first and for multiple target make one roll against all. On any success the target/s will act as though the caster is a friend. They won't attack the caster or his/her other friends and allies and will be as likely to respond to persuasion by the caster as a friend would. The magic ends if the caster does anything which would make the target feel s/he is unfriendly e.g. attacking. If the magic ends normally (through duration) the target will revert to its previous attitude unless it has been persuaded to be more generally friendly in the meantime. However it won't realise it was charmed. If the magic fails the target will know a charm was attempted against it -LOS, Difficulty Magical Resistance & Duration, **Recharge**

Command: targets a creature or creatures of a named type. Has -1 Val for each target after the first and for multiple target make one roll against all. If it gets any success than the creature is under the command of the caster (using mind speech) for the duration but the caster can't get it to do anything that would hurt it or put it at an unreasonable risk of harm (e.g. can't make it jump over a cliff, stand still and be hit by something). Whilst

commanded the creature is immune to Fear – LOS, Difficulty Magical Resistance +2 & Duration, **Concentration**.
Recharge.

Cure (Ghost Type) Possession: drives off a ghost (back to the spirit plane) that is possessing a target. If the attempt suffers a major defeat it can't be attempted on the same target by the same caster – Touch, Difficulty Magical Resistance & D8, **Ritual**.

Curse: has a difficulty depending on the size of what is being blessed plus the strength of any Blessing on the thing. Whilst the exact difficulty is up to the referee, but some examples are listed. A curse also requires some objects that were a significant ritual part of the target e.g. hairs for an individual, soil for a field, a boundary post or sacred totem for a village or a sacred object for a congregation. A curse lasts for a season but if it fails for a season it can't be tried again without a successful preparatory ritual requiring a week's preparation following the same sacrifice and +1 difficulty which will then allow another curse attempt. A successful curse will remove any blessing and decrease the successful yield of what it curses by 10% (e.g. Crops, Births, Production rate) and gives the cursed thing P1 to resist hostile magic including disease spirits. Curses with different flavour text stack for reducing the yield only. When cursing an individual the yield refers to the amount of useful activity the person can do, for crops the yield of crops produced for births the proportion of births which have a successful outcome for mother and child and so on. – LOS, Difficulty – Individual D12, Household, Workshop, Garden, Shop, Stall D14, Village, Field, Marketplace D16, Town, Heroband, Regiment D18, City D20 plus +2 if the target is Blessed OR Magical Resistance, **Ritual**, **Lasts 1 Season**.

Devour (Item): takes all knowledge from an item – Scroll, Book or Mind. The target is left blank with no knowledge at all. The caster knows any knowledge, spells or common magic contained in the target that s/he can fit in mind and can cast the magic if s/he has the appropriate runes or abilities – Touch, Difficulty is D6 for a short scroll, D10 for a book or D14 for a mind & Magical Resistance, **Ritual**.

Disorder Element: uses the disorder rune linked to an element rune to change the state of an element. Opposed by and opposes other power runes applied to the area e.g. Stasis, Harmony. Details of examples below – LOS, Difficulty depends on total volume of a bulk substance that the user is influencing at once (even with multiple casts of the magic if they are operating at once) or a single object or individual which would fit in that volume at: D6 for 1 cube, D8 for 2 cubes, D10 for 4 cubes, D12 for 8 cubes, D14 for 16 cubes, D16 for 32 cubes and so on or Magical Resistance & Duration.

- Air: the air becomes randomly turbulent and choppy. Any thrown or missile attack that passes through the area is at P1 per square. Movement, Gymnastics and Athletics (Jumping) in the area is P3. Sailing through the area isn't possible.
- Darkness: darkness in the area becomes unstable, flickering and uncertain as does cold. In the area Perception is P3, Missile or Thrown is P3 and other weapons P1 and Gymnastics is P1. Cold in the area has its value modified by D6-3 each turn (i.e. each turn it can be 3 weaker or 3 stronger).
- Earth: the earth or stone becomes broken, fractured and unstable. Once this ability has been used the earth and stone continue to move and churn for the duration. Running, Gymnastics and Athletics (Jumping) in the area is P3 and the area counts as rough going even when the magic ends. Each turn this goes on any structure in the area takes damage equal to the value.
- Fire/Sky: light in the area becomes unstable, flickering and uncertain as does fire. In the area Perception is P3, Missile or Thrown is P3 and other weapons P1 and Gymnastics is P1. Fire in the area has its value modified by D6-3 each turn (i.e. each turn it can be 3 weaker or 3 stronger).
- Water: the water becomes randomly turbulent and choppy. Movement, Gymnastics and Water Life in the area are P3. Sailing or rowing through the area required Water Life (Sailing or Boat) of difficulty equal to the value to avoid the craft swamping or capsizing.

Dismiss: targets a named type of creature. Doesn't work on a ghost which is possessing a target – only whilst it is disembodied or in the process of attacking. Can be used against several targets making one roll against all

treating the rune as -1 for each target after the 1st or against an area treating the rune as -1 for a small burst, -2 for a large burst or -4 for a massive burst. Resisted by the magical resistance of the creature and Duration (only for mundane world creatures). On any success the creature is dismissed. If the creature comes from another plane it returns to it losing its connection with the mundane world (e.g. a ghost, elemental or demon) and cannot interact with it unless resummoned. For a creature which lives in the mundane world such as a living creature or an undead it cannot move closer to the caster and must use all its actions to move away from the caster until it is at least 30 squares away or can go no further. If it cannot get 30 squares away it cannot take any actions – LOS, Difficulty Magical Resistance & Duration (middle world creatures only), **Recharge**.

Dispel: targets any magic in LOS with a Duration (had a Duration Dice when created). It can target multiple targets and has -1 Val for each target after the first and for multiple target make one roll against all. It is resisted by the value of the rune that created it. If it gets any success then the magic is cancelled. Dispel is often limited to that created by certain runes – LOS, Difficulty Value of Rune that Created Target, **Recharge**.

Divination: the caster can ask a question of a supernatural entity or entities such as a god or spirits. Often this will be of the god the caster worships for Rune Magic or for a Lunar New God for a Glamour. The being will answer in the in an appropriate form for the being such as a signs in the stars, vision, dream, augury, the characteristics of a sacrifice, speaking in tongues of a drugged priestess or some other method. The being can only tell the character things that it knows – it can't see the future and isn't omniscient. In general it knows things that have happened to its worshippers, in its sacred precincts or in its area of power at any time in the past. In order to successfully interpret the being's message the caster must make a Knowledge (Divination) skill roll of difficulty depending on the complexity of the question. Some divination is labelled as Advanced. These cults are especially good at this as their god has access to more information. Others can only provide information on small specific areas shown in brackets – Self, Difficulty D14, **Ritual**.

Enchantment: makes a magical attack on a target or targets. Has -1 to the Rune for each target after the first and for multiple target make one roll against all. If it is a Success it has an effect and it also has another effect as well for a Major Success. Actual effects listed below – LOS, Difficulty Magical Resistance (may have a minimum listed as Min MR) & Skill or Rune listed below, **Recharge**

- Attack Soul: best Rune – Power Drained/Dazed. Min MR D8.
- Befuddle: Leadership and Oratory – Confused/Befuddled
- Binding: Running – Slowed/Bound
- Blinding: Perception – Confused/Blinded. Min MR D8
- Dazzle: Perception – Dazzled/Blinded. Min MR D8
- Disrupt: Health – Hurt/Stunned
- Drain: Athletics – Weakened/Drained
- Fear: Bravery – Frightened/Routed. Any success cancels the Special Effect Fanaticism but with no further effect.
- Harmonise: Gymnastics – Slowed/Paralysed. Min MR D8
- Mind Blast: Knowledge – Dazed/Stupefied. Min MR D10
- Peace: Tactics – Calmed/Pacified. Any success cancels the Special Effect Fanaticism but with no further effect. Min MR D8
- Poison : Health – Poisoned/Disabled. Min MR D8

Harmonise Element: uses the harmony rune linked to an element rune to change the state of an element. Opposed by and opposes other power runes applied to the area e.g. Stasis, Disorder, Movement. Details of examples below – LOS, Difficulty depends on total volume of a bulk substance that the user is influencing at once (even with multiple casts of the magic if they are operating at once) or a single object or individual which would fit in that volume at: D6 for 1 cube, D8 for 2 cubes, D10 for 4 cubes, D12 for 8 cubes, D14 for 16 cubes, D16 for 32 cubes and so on or Magical Resistance & Duration.

- Air: the air becomes regular, predictable and orderly. Any thrown or missile attack entirely in the area is at B1. Movement, Gymnastics and Athletics (Jumping) in the area is B1.

- Darkness/Fire/Sky: light and darkness in the area becomes balanced as does fire and cold. The area becomes a kind of twilight and anything with day or night vision can see without penalty. The temperature is equitable and heat and cold undamaging.
- Earth: the earth or stone becomes smooth, steady and reliable. Once this ability has been used the earth and stone stay like this for the duration resisting other powers and will remain in harmony when it ends though they lose their extra resistance. The ground counts as smooth going even when the magic ends. Any structure in the area is repaired and regains any lost structural integrity.
- Water: the water becomes regular, predictable and orderly. Movement, Gymnastics and Water Life in the area are B1.

Healing: targets a status that a target has at touch range. Is resisted by a difficulty depending on the status. Will state a particular kinds of status that it works on. In brackets after the status is the difficulty. As the target is the status it always counts as using magic on a target other than the user. On a success the status is removed. If an attempt at healing suffers a major defeat it cannot be attempted again against the same target by the same caster. Healing does not work in general on otherworld creatures (such as Summoned creatures) when used in the mundane world. – Touch, Difficulty See Below, **Recharge**.

- Attach Spirit –If an individual has died within the last 30 minutes and their body is now capable of living (has been healed or they were killed by a Sever Spirit) puts the spirt back and returns them to life - Difficulty D14 or the value of a Sever Spirit.
- Cure (Name) Wound – is used alongside another Healing function against a status caused by the named source e.g. Cure Chaos Wound. Reduces the difficulty of the function by 2.
- Cure Disease: on a success removes 1 disease point. On a major success removes 2 disease points – Difficulty D12.
- Heal Chaos on Uroxi– acts as Attach Spirit, Heal Courage, Heal Hurt, Heal Mind, Heal Minor Wound, Heal Poisoned, Heal Serious Wound, Heal Strength but only when the injury has been inflicted by a chaos creature, worshipper of a chaos god or by chaos magic and the target is at least an initiate or spiritist of Urox or Storm Bull.
- Heal Courage – Frightened (- Difficulty D8), Routed (- Difficulty D12)
- Heal Earth – is used to heal wounds to the earth caused by disasters or enemies. Works on an area the size of a field. **Ritual**. (- Difficulty D18).
- Heal Hurt – Hurt (- Difficulty D8), Dazzled (- Difficulty D8), Stop Dying from Mortal Wound (- Difficulty D8)
- Heal Mind- Befuddled (- Difficulty D10), Calmed (- Difficulty D10), Confused (- Difficulty D8), Dazed (- Difficulty D10), Pacified (- Difficulty D10), Stupefied (- Difficulty D12)
- Heal Minor Wound (- Difficulty D10)
- Heal Mortal Wound (- Difficulty D16)
- Heal Poison – Poisoned (- Difficulty D8)
- Heal Serious Wound (- Difficulty D14)
- Heal Strength - Bound (- Difficulty D10), Drained (- Difficulty D10), Paralysed (- Difficulty D10), Slowed (- Difficulty D8), Stunned (- Difficulty D8), Weakened (- Difficulty D8)

Hinder (Target): makes a magical attack on the target on target/s. Rune has -1 Val for each target after the first and for multiple target make one roll against all. On a Success the target skill, damage or armour has a minor hindrance (P1) and on a Major Success a major hindrance (P2) – LOS, Magical Resistance & Duration

Illusion: fills an area with an illusion which fools the senses. The illusion can be over and around other objects and individuals. It can be opaque, transparent or translucent as desired. An illusion has a value depending on the modified value of the rune which created it. To detect that an illusion isn't real requires a Perception test getting any success against the value of the illusion. Only one test is allowed against a single illusion. A character can also guess an illusion isn't real by detecting it doing something impossible such as being insubstantial or not moving when it should. The caster knows an illusion isn't real and s/he can tell others this as well. Knowing an illusion isn't real doesn't cancel it, allow a character to see through it etc. The creating

rune has its full value of targeting a volume of 2 cubes, -1 for 8 cubes, -2 for 16 cubes, -3 for 32 cubes, -4 for 64 cubes and so on. Making an illusion move is -2 to the rune. Its movements can be set to a repeating sequence of up to 10 minutes requiring the caster to Concentrate and take no actions except crafting the sequence for twice its length before setting it going. Alternatively a caster can keep it moving at will by Concentrating. A moving illusion can be attached to a moving object or individual but this will require concentration unless the movement is completely predictable and can then be linked to a sequence. Attaching an illusion to an individual or something an individual wears or carries means the magic must overcome Magical Resistance on an unwilling target. Each sense an illusion applies to after the first is -1 to the rune (vision, hearing, smell and taste) except that touch is -3 (or -2 if it is the only sense affected). Illusions which fool touch have substance and thus can hurt people, be broken etc. The maximum damage an illusion can do is equal to its value and of a type appropriate to it – an illusory fire deals heat damage, an illusory spear does solid damage. The damage is also limited by what the illusion is so an illusory fire cannot do more damage than a real fire would do and an illusory trollkin does no more damage than a real one. A solid illusory wall takes no more damage than a real wall of its kind and also no more than the value of the illusion to break. Creating a simple illusion like a smooth wall, a block of smooth ice or a block of darkness can be done in a single action. Making something more complicated takes time and concentration – for example creating a convincing individual, a rippling pool or a roaring fire. The referee can decide any penalty for complexity and in general each -1 for complexity requires a minute. A creator can create something and gradually tinker it into shape rather than imagining the whole thing and creating it in one go. Creating something in one go requires spending the creating time imagining it and then creating it all at once and doubles the complexity modifier. Examples would be a convincing individual -3, a tree -2, a pool of water -1, a fire -1, a detailed wall -1 and so on. For 1 XP a character can make an illusion which doesn't require Concentration (if static or following a predefined sequence of movements) and keeps going until cancelled – once cancelled this illusion can be used again – LOS, Difficulty D6 or Magical Resistance & Duration.

Mind Link: links the minds of the caster and any number of willing targets. The link is between the caster and each target but not between one target and another target. The caster and each member of a Mind Link:

- May speak silently and mentally to each other.
- Use any magical function known to either of them.
- If one suffers Power Drain as a result of casting a magical function s/he may instead inflict it on the other instead without consent.
- If one suffers the loss of Rune Points or Glamour Points as a result of using a magical function then s/he may inflict the loss on the other instead without consent.
- The Enchantments Befuddle, Fear, Harmonise, Mind Blast and Peace attack both individually if they attack one regardless of range, LOS etc.
- Can leave the link at any time.

- Touch, Difficulty D12 + 1 per target linked at once after the first & Duration

Move (Element): moves an instance of an element from one place to another. The magic doesn't move whatever created the element and the element's existence in the target location is still supported by its original source. When the magic ends the element moves back to its original location. Whilst the function is active the user can use an action to move the element up to D6 squares. As there will be nothing in the area the element moved out of then there is nothing to resist surrounding elements so they will try to rush into the gap if they can move (elements sometimes can't move if they have been influenced by Stasis and are solid like rock or ice). Some elements, when moved, will try to force the elements in the area they are moved into out of it. The basic value for the moving element is D4 but this can be increased. The Value of the move is resisted with D4 for an Element which is weak against the moving element or D8 for normal and D12 against which it is weak against. Pushing out an element influenced by Stasis is harder and impossible for some elements. In the volume moved through other elements not influenced by stasis will try to move in if the magic fails to resist them in the same way.

- Air: the air in the location moves. The location the air is taken from becomes Airless and breathing is impossible though surrounding air will usually quickly rush in. Air is weak against Earth and strong against Water. Pushing Stasis affected elements is +3 harder.
- Darkness: the Darkness in a location moves. The area it came from will become a kind of twilight neither Dark nor Light unless an element can flow into it. Darkness is weak against Fire/Sky/Light and Strong against Earth. Darkness only pushes Fire/Sky/Light which it is weak against but can flow into and through any other element for example making a volume of Water or Air Dark without moving it and other elements don't resist this process.
- Fire: the Fire in a location moves. Fire is weak against Water and strong against Darkness. Pushing Stasis affected elements is +3 harder.
- Light: the Light in a location moves. The area it came from will become a kind of twilight neither Dark nor Light unless an element can flow into it. Light is Strong against Darkness and weak against Water. Light only pushes Darkness which it is Strong against but can flow into and through any other element for example making a volume of Water or Air Light without moving it if it overcomes its resistance.
- Water: the water in a location moves. Water is Weak against Air but Strong against Fire/Sky/Light. Pushing Stasis affected elements is +3 harder.

– LOS, Difficulty D4 +1 per 2 cubes moved + 1 per Value of the move or Magical Resistance & Duration.

Move (Object) with (Element): moves the target in a controlled way according to the command of the user. The element rune shows how the movement is accomplished. For example a boat could be moved with air by creating a wind that blows in sails or with water by creating a current. The object must move on or within the element it works with so an object moved with water must stay in contact with the water. Objects move as though running (2D6). The way the object can be moved is determined by the other rune moving it. Air can lift small objects into the air and push other things along the ground or water. When pushing things along the ground the movement rate is divided by 2. Fire/Sky can lift things directly upward or bring them down again but only when the sun is in the sky and nothing bigger than a boat. The full moon and full half-moon phases can make things fly through the air at full speed under the full moon (or in the glowline), at half speed under the half-moons, at quarter speed under crescents and not at all under black or dying. The moon can only lift things with an affinity to the moon such as moon rocks, silver and moon reeds. Water can push things along on the surface or under the water like boats and individuals. Earth can slowly move things along or under the ground at 1 square per turn. Some cults have other specific functions of movement – LOS, Difficulty D8 for a small object, D10 for up to boat sized and D14 for up to ship sized +1 per B2 Movement or Magical Resistance & Duration, **Concentration**.

Physical Agent: summons an elemental force to target an Area. Roll one magic result as damage against all targets in the area. There is no resistance as such and no save is required if it suffers a major defeat but it has Magic Save +1. Some allow a single target at full value (listed as Target). Some Physical Agents allow area effects using standard templates modifying the value of the rune as follows:

- Burst in LOS -1
- Line reaching from the user to LOS -1
- Cone starting from the user -1
- Large Burst in LOS -2
- Large cone starting from the user -3
- Massive burst in LOS -4
- Barrage in LOS -3

Each target in the area can make an **Evade** roll to escape the area. All physical agents are resisted by Health (Resist Damage) but usually not by armour and if they get a Draw or Success they cause a Hurt and on a Major Success they also Stun the target and cause an extra Hurt if the result was 10-14, 2 extra Hurts for 15-19, 3 extra Hurts for 20-24 and so on. They can cause Catastrophic Damage. Some have a minimum rune a character must have to use them. They also have the following characteristics:

- Cold – clothing provides D4 protection, warm clothing provides an extra D6 protection and winter furs provides D8 protection. Major result also Slows target. Areas: Target, Cone, Burst, Large Burst.

- Dust Blast – P3 damage. Also result is resisted by Athletics (Stand Firm) and on any Success the target moves back 1 square per point of success and if this is more than 1 falls down. In the desert or any dusty or sandy place damage is improved to P2 also is also resisted by Perception and on a failure target is Blinded for 1 turn and on a major failure 2 turns. Areas: Burst, Large Burst, Massive Burst, Cone, Large Cone.
 - Fire – Damage B2. Areas: Target, Cone, Large Cone, Burst, Large Burst, Massive Burst.
 - Ice – also resisted by armour. Causes Recoil. Area: Target, Cone, Large Cone. Minimum Rune D10.
 - Lightning – causes Stun on Success. Areas: Target, Line, Burst, Large Burst, Massive Burst, Barrage.
 - Meteors – Different Area Modifiers: Barrage (0). Damage B2, also resisted by armour. Also result is resisted by Athletics (Stand Firm) and on any Success the target falls down. Areas: Barrage. Minimum Rune D12.
 - New Fire –Also causes Dazzled on a Success and Blinded on a Major Success. Areas: Target, Burst, Large Burst, Massive Burst.
 - Quake – Different Area Modifiers: Burst (0), Large Burst (-1), Massive Burst (-2). P2 damage. Also result is resisted by Athletics (Stand Firm) and on any Success the target falls down. Doesn't work on flying targets. Areas: Burst, Large Burst, Massive Burst. Minimum Rune D12.
 - Stones and Rocks Fly – also resisted by armour. Causes Recoil. Areas: Target, Burst, Large Burst, Massive Burst.
 - Sunspear –Target must be in direct sunlight. Damage B4. Also causes Dazzled on a Success and Blinded on a Major Success. Areas: Target, Burst, Large Burst. Minimum Rune D12.
 - Thunder – P2 damage. Also causes Recoil. Areas: Target, Cone, Large Cone, Burst, Large Burst, Massive Burst.
 - Time's Light Arrow. Also resisted by Magical Resistance and on a Success the target misses the next 4 actions and on a Major Success misses the next 8 actions. Areas: Target, Burst, Large Burst. Minimum Rune D12.
 - Water – P2 damage. Also result is resisted by Athletics (Stand Firm) and on any Success the target moves back 1 square per 2 point of success or part thereof and if this is more than 1 falls down. Areas: Burst, Large Burst, Cone, Large Cone.
 - Wind – P3 damage. Also result is resisted by Athletics (Stand Firm) and on any Success the target moves back 1 square per point of success and if this is more than 1 falls down. Areas: Burst, Large Burst, Massive Burst, Cone, Large Cone.
 - Wood Shards – P2, also resisted by armour. Causes Recoil. Areas: Target, Cone, Large Cone.
- LOS, Difficulty None, **Recharge**.

Protection Against Elements: protects the target/s against Physical Agents, Elemental Weapons, Elementals and the natural effects of the named elements. The target resists damage or other results caused by the named element with the selected difficulty in addition to any normal resistance -Touch, Difficulty Equal to Chosen Protection & Duration.

Sever Spirit: uses the death rune to target a living thing associated with a particular rune usually Animal, Plant, Dragonewt or Man but can be another element for embodied daemons or elementals. On a draw or success the creature survives but is Stunned. On a major success the magic separates the creature's spirit from its body killing it immediately but leaving its body undamaged. The spirit will wait near its body for 30 minutes before departing for the otherworld – LOS, Difficulty D14 & Magical Resistance, **Recharge**.

Special Effect: this is a section for a variety of different functions with different results. Difficulty depends on how powerful the effect is and also if it has a Duration then a Duration Dice.

- (Weapon) Trance: When using the listed weapon the user has +3 to attack, cannot use parry and has -2 Gymnastics (Dodge). It can't use magic except targeting the weapon or its skill. This magic cancels and replaces Fanaticism – Self, Difficulty D12 & Duration, **Bonus**.
- Absorption: when the target is attacked with an Enchantment by an enemy then the absorption's value resists the Enchantment as well as any other magical resistance. If the absorption gets a higher

result than the Enchantment then the magic is absorbed having no effect on the target and in addition providing the caster of the absorption with 1 Power Point (as for Tap) and the caster of the Enchantment suffers 1 point of Power Drain – LOS, Difficulty D14 & Duration, **Bonus**.

- Acute Hearing: caster can hear four times further away than normal – Self, Difficulty D6 & Duration, **Bonus**.
- Aegis: creates or enhances a magical shield. Either the caster's existing shield is immune to breakage saves and has B2 damage when parrying or can create a magical shield (with otherwise normal stats but the same special abilities) for the duration – Self, Difficulty D10 or to create a small shield D12 or a large shield D14 & Duration, **Bonus**.
- Affix Darkness: this function must be used at night. The caster chooses a volume of 70 cubes (+30 per +1 difficulty). Within the chosen area night will remain throughout the next day remaining just as dark as it would be at night – LOS, Difficulty D12 + 1 per volume increase.
- Affix Light: this function must be used during the day. The caster chooses a volume of 70 cubes (+30 per +1 difficulty). Within the chosen area day will remain throughout the next night remaining just as light as it would be by day – LOS, Difficulty D12 + 1 per volume increase.
- Analyse Magic: on a success gives one function of a magical item, entity or substance. On a major success gives all functions – Touch, Difficulty D10, **Ritual**.
- Animate Art: animates an art work such as a sculpture, painting or mosaic so it goes through a sequence of changes or movements lasting up to 5 minutes before repeating. The effect lasts a year or is permanent for 1 XP – Touch, Difficulty D14, **Ritual**
- Animate Ghoul: the caster animates a body exactly 1 week after it has killed itself or murdered someone else. The body rises as a ghoul with Experience D8. The ghoul will follow simple commands and can be set to guard an area – Touch, Difficulty D14, **Ritual**.
- Animate Skeleton: the caster animates a skeleton as an Experience D6 skeleton. The skeleton will follow simple commands and can be set to guard an area – Touch, Difficulty D12, **Ritual**.
- Animate Statue: the caster animates a statue. The statue will follow simple commands and can be set to guard an area. Costs 1 XP. – Touch, Difficulty D12 + Statue Size, **Ritual**.
- Animate Zombie: the caster animates a reasonably fresh corpse as an Experience D6 zombie. The zombie will follow simple commands and can be set to guard an area – Touch, Difficulty D12, **Ritual**.
- Appear as Uz or Human: to Uz the caster appears to be a Dark Troll to humans the caster appears human – Self, Difficulty D8 & Duration -1.
- Attract (Prey Creature): the caster targets a large blast. All prey creatures of the indicated type in the area are affected. On a success they don't move out of the area. On a major success they move towards the caster until they are within 5 squares. The effect ends if any of them are attacked – LOS, Difficulty Highest Magical Resistance & Duration.
- Attract Attention: all targets who are not worshippers of Xiola Umbar within 50 squares must resist the caster with Magical Resistance when the function is activated. If the caster gets any success against them then until the caster's next turn they can't attack anyone but the caster – Touch, Difficulty D10, **Bonus**.
- Aurora: this function can only be used when Morning Star (Theya) is visible in the sky (not to the caster – it just has to there) – this is 4 hours before dawn. A large burst (massive burst for +2 difficulty) around the caster is filled with a clear pale light as bright as day light. Whilst in the area the caster and his/her allies ignore 1 Hurt and 1 Power Drain inflicted by Darkness or Chaos creatures or worshippers. This effect ends with the function so they will get the Hurt or Power Drain back when it ends (it is in effect stored in the magic) – Self, Difficulty D8 or D12 for a Massive Burst, **Lasts Until Dawn**.
- Avenging Fury: The caster has +2 to attack. Cancels Frightened, Routed, Calmed or Pacified and the caster is immune to those statuses. Only works if the caster is trying to take deserved vengeance for him/herself or someone else or if fighting to restore the balance of a situation where the opponent has taken an unfair advantage over others – Self, Difficulty D10 & Duration, **Bonus**.
- Avert Disaster: when making a Fumble Save (not Magic or Breakage) can re-roll a fail once and must then take the new result – Self, Difficulty D8 & Duration, **Bonus**.

- Awakening Shout: the caster shouts loud enough to wake or alert everyone in the area. The noise is as loud as a klaxon or air raid siren— Self, Difficulty D6, **Bonus**.
- Awe Crowd: caster can make a crowd be quiet and listen for a while without shouting. The magic acts instantly to allow the caster to get off a few sentences and after that it will depend on the power of his/her Leadership and Oratory — Self, Difficulty D12.
- Bad Luck: whenever the target takes an action s/he must roll an additional dice equal to the smallest s/he would roll normally for the action. If the result of this dice is lower than the others use it as the result of the roll — LOS, Difficulty D10 & Magical Resistance, **Until Cancelled, Recharge**
- Balance Leap: caster chooses a difficulty and if the magic is successful immediately leaps (in the same action) up to the difficulty chosen +2 squares and rolls 3D to determine the result. E.g. with a difficulty of D10 the leap is up to 3D14 (take the highest) squares. The leap can be in any combination of vertical and horizontal. The user does not need secure footing to leap from — it could be from a balancing rope, in a swamp etc. — Self, Difficulty Variable.
- Banish Winter: can be cast like a Blessing at the start of Sea Season. In the blessed area winter's effects cannot persist so crops can be planted without the risk of unseasonal weather.
- Bargain: used after a Fair Trade or Crooked Trade. On a success target reduces selling price by 10% or increases buying price by 10% or on a major success by 20%. The deal is sealed after the effect if successful and must be agreed. Unless the magic was a major failure the target won't realise that the ability was used without some way of detecting magic — Target of Trade (usually a few squares), Difficulty D6 & Magical Resistance.
- Barkskin: provides +B1 armour — Self, Difficulty D8 & Duration, **Bonus**.
- Beak: gives the character a beak like a predatory bird — it counts as a carnivore bite — Self, Difficulty D6 & Duration-1, **Bonus**.
- Bear Burden: the target's carrying capacity is doubled — Touch, Difficulty D8 & Duration -1, **Ritual**.
- Bear Fruit: target plant immediately produces its normal fruit — Touch, Difficulty D14, **Ritual**
- Beautify Location: decorates a volume of 30 cubes by 30 cubes by 30 cubes with illusionary decorations such as lights and banners and makes it look clean, new and shiny — LOS, Difficulty D10, Duration -1, **Ritual**.
- Become Krjalki: caster transforms from normal to Krjalki form or from Krjalki to normal form. When in normal form it has no chaotic features and no visible changes (though will still detect as chaotic if tainted by chaos). When in Krjalki form it has all its features and any physical changes — Self, Difficulty D8, **Until Cast Again**.
- Bedazzle Enemy Gods: when the target is attacked with any rune magic, charms or spirits then the function's value resists the magic even if it is something like a Physical Agent. If the Bedazzle Enemy Gods gets a higher result than the attacking magic it is reflected having no effect on the target and instead attacking the caster who must resist its result. — Self, Difficulty Chosen Value & Duration
- Behold: the caster can see a vision of another cult member is doing using a suitable piece of cult paraphernalia such as a silver mirror, bowl of water etc. The vision has no limit to range but the caste must know the person s/he is trying to see — Touch, Difficulty D12 or Magical Resistance & Duration, **Ritual**.
- Berserker: the caster has +3 to melee attack, cannot use parry and has -2 Gymnastics (Dodge). S/he can't cast magic except augments. S/he has B2 Running and each action s/he must either charge the nearest enemy or make a melee attack against an enemy. If no enemies are in LOS s/he must instead charge and/or attack the nearest neutral/non-combatant and if none of these are available then the nearest friend. The caster is immune to Frightened, Routed, Calmed or Pacified. Whilst the magic is active the caster does not reduce Health as a result of Hurts (i.e. always resists damage with full Health) and is only Disabled (and rolling on the Wound table) on taking 2 more Hurts than normal. They are recorded and all take effect when the magic wears off. If the caster wishes to cancel the magic s/he must roll a D6 and get a 6 to be allowed to do so. The magic also ends if the caster is Disabled. This cancels and replaces Fanaticism or Weapon Trance. — Self, Difficulty D12, Duration, **Bonus**

- Bind Horse: target horse/s can't take move actions. Caster's rune is -1 per target after the first – LOS, Magical Resistance & Duration
- Bind Spirit: binds a spirit for a function available to a Spirit tradition or School that the user is a member of. A spirit can only be used by the character who bound it. Requires 3 hours before the charm is created to make the object in which the spirit is held unless rebinding an existing spirit. If an attempt to bind a spirit gets a Major Failure the caster has -2 to the casting rune for a week. Binding a spirit costs 1 XP. Touch, Difficulty Value of the Spirit +3 or +2 if the caster has a rune matching the spirit, **Ritual**.
- Blessing of Chaos – the willing target gains a chaotic feature (positive or negative at random) – Touch, Difficulty D12, **Ritual**.
- Blind Oathbreaker: an individual freely promises to do something within a certain time or not do something. The caster casts the function to enforce it. If the Oath is broken the target is blind until the oath is fulfilled – Touch, Difficulty D12, **Lasts Until Oath is Fulfilled**
- Blinding Shadow – any attacks against the caster targeted with normal vision have P1 to hit – Personal, Difficulty D8 & Duration.
- Bolster Morale: all allies within a large burst of the caster have B1 Bravery – Self, Difficulty D12 & Duration
- Bounty of the Thigh: food stored in a single room such as a granary or store will not spoil. Costs 1 XP per store protected. – Touch, Difficulty D12, **Until Cancelled, Ritual**.
- Bow of Dominion: the caster's bow can shoot to LOS without range penalty. Any target hit must resist the caster's with Magical Resistance or lose the power of flight for the next 5 minutes and come crashing to the ground – Personal, Difficulty D14 & Duration.
- Brew Blood Beer: caster can perform a ritual using the normal ingredients of beer plus human blood – either her own or from a captured enemy. Once the ritual is complete the beer will need to ferment for 3 days. One ritual makes 24 pints of beer. If the caster then drinks at least 4 pints of her beer then for the next 3 hours she gets B1 to Athletics (Damage), Athletics (Stand Firm) and Health (Resist Damage) but acts like a 'fighting drunk' - Difficulty D10, **Ritual**.
- Brew Pratzim: caster can perform a ritual using his/her own blood – the ritual causes 1 Hurt - plus Krashtkid spittle. Each dose can be stored inertly but can be activated by a Krasht cultist as a D6 difficulty Common Magic at Touch range. If it activates the caster attacks with it like a rock. If it hits instead of any damage the target is entangled in D10 value sticky strands. Whilst entangled the target can take no actions except to try to remove it using Athletics (Strength) as a Task with each roll requiring 1 action. If the target suffers a defeat by the task it is hopelessly entangled and can't try again. Others can pull it off but this involves starting a separate task and they count as entangled too whilst doing it but if they succeed they free the original target too. Cutting it doesn't work as blades just stick to the web – Touch, Difficulty D12. **Ritual**.
- Burn (Target): named kind of creature takes fire damage equal to the result directly to their Health (Resist Damage), Rune is -1 per target after the first. Fumbles on 1-2. Has the same results as normal fire damage – LOS, Difficulty -, **Recharge**.
- Calm of the Disordered Stomach: creates an area equal to a large blast in which Disorder magic is blocked. Any such magic with a duration in the area is also affected. The rune that created or is trying to create the magic must perform a task against D12 or the magic is countered, dismissed or cancelled – Self, Difficulty D12 & Duration, **Concentration**.
- Calm of the Shoulder: creates an area equal to a large blast in which violent Air magic is blocked. Magic which moves air, causes lightning or thunder, helps weapon attacks and summons air elementals are all effected. Any such magic with a duration in the area is also affected. The rune that created or is trying to create the magic must perform a task against D12 or the magic is countered, dismissed or cancelled – Self, Difficulty D12 & Duration, **Concentration**.
- Captain Souls: each willing target is linked to the caster and they can communicate mentally. The caster can see through the eyes each target switching views from one to another as an action. The caster can use magic on the targets as though at touch range or using them as the point to begin LOS.

The caster can only have one such magic active at a time – Touch, Difficulty D6+1 per target after the first & Duration -1

- Capture Slave Spirit: a Spirit function belonging to the target can't be used by the target and can instead be used by the caster for the duration and is then released. The caster will need to rebind it to use it again – LOS, Magical Resistance & Duration
- Carapace: provides B2 armour – Self, Difficulty D8 & Duration
- Carry Companion: can be used as a bonus action at the same time as any other movement magic. If successful companions adjacent to the caster travel with him/her during the movement magic. If this ability fails the caster leaves them behind – Self and Adjacent Companions, Difficulty D6 +1 per companion, **Bonus**.
- Carry Disease: target does not suffer any attacks from the Disease Ghost/s they are possessed by. The disease ghost can still infect others – Touch, Difficulty D10, **Lasts Until All Diseases Cured**.
- Cattle Thief: all cattle which don't belong to the caster within 30 squares will silently and obediently follow the caster for the duration. The magic ends when s/he is back on his/her own land and 'owns' the cattle – Self, Difficulty D12 & Duration-1.
- Celebrate Suffering: can be used for no actions when the caster inflicts a Hurt on a target. The caster heals a Hurt on itself – Self, Difficulty D8.
- Celestial Servant: target has B3 to Personality Trait tests, to resist Charm, Command magic and other mind affecting magic if failure would stop him/her obeying the orders of a lawful superior – LOS, Duration -1, Difficulty D10
- Chameleon: caster has +2 Stealth (Sneak, Hide, Ambush) – Self, Difficulty D10 & Duration.
- Change Sex: the caster changes sex. S/he retains all compatible characteristics and abilities but is otherwise completely of the other sex and indistinguishable from someone who was always that sex. S/he modifies features, hair and so on accordingly. The same ability can be used to change back again – Self, Difficulty D10, **Permanent**.
- Chaos Conversion: only works on a willing target that is not a creature of chaos, does not detect as tainted by chaos and is not an illuminate. The target gains a random beneficial chaos feature, does not detect as chaotic to any ability and gains no visible change (re-roll anything which has do this like gaining a limb). Roll D20 when the ability is used and if the number is equal to or lower than the number of features the target will then have from this ability then roll D6 on the following table in addition to the normal effect:
 1. Turn into a broo.
 2. Undergo effect of the Corruption function.
 3. Tainted by chaos.
 4. Gain a negative chaos feature which can be obvious and tainted by chaos.
 5. Gain a negative chaos feature without any obvious change but still not tainted by chaos.
 6. Gain D6 x 3 chaos features (positive or negative, can be obvious) for D6 days but still not tainted by chaos and doesn't detect as chaotic.
- Chaos Rift: a chaotic rift opens in the fabric of the world the size of a small burst template. Any creature cast into this void is completely destroyed and from the void comes a chaos creature of a similar kind D4 minutes later e.g. for a humanoid a broo, for an animal a gorp, for a ghost a chaos ghost – Touch, Difficulty D12 & Duration
- Chaos Slime: caster is covered in dripping green slime. It inflicts D6 acid damage on anyone touching the caster or in the same square as it. The caster is immune but things it is wearing or carrying aren't – Self, Difficulty D6 & Duration, **Bonus**.
- Chaotic Boils: the casters skin is covered in suppurating chaotic sores. If struck by a sharp weapon some of these will burst spraying chaotic ichor. All within a small burst are attacked on a roll of 1-4 on D10. They must then evade 1 square or take D8 Acid damage – Self, Difficulty D6 & Duration, **Bonus**.
- Chaotic Madness: the caster has +2 to Attack, Athletics (Damage) and Health (Resist Damage), cannot use parry and has -2 Gymnastics (Dodge). It can't use protective magic, is immune to Frightened, Routed, Calmed and Pacified. Every action the caster must either move as fast as possible towards the

nearest enemy that it can attack or attack an enemy. If no enemies are available s/he must beat any bodies of enemies to a pulp or destroy inanimate objects. – Self, Difficulty D10 & Duration.

- Charge of the Ram: used as a bonus action along with a move to contact. This turn the caster has B2 for causing recoil, B4 Athletics (Stand Firm) and B4 Health (Resist Damage) for resisting opportunity attacks or stop thrusts, causes B2 weapon damage. – Self, Difficulty D10, **Bonus**
- Charge: caster has an extra action each turn which can only be used to charge to contact or make a move through. The caster has B2 for causing recoil after a move through or charge to contact and whilst making such a move has B2 Gymnastics (Dodge) for resisting opportunity attacks or stop thrusts. – Self, Difficulty D6 & Duration, **Bonus**
- Charisma: the caster seems extremely attractive and charming with a sparkling and magnetic presence. S/he has B1 to Persuasion or B2 with the opposite sex – Self, Difficulty D6 & Duration -1
- Chill: cools an inanimate object as though it was on packed in ice – Touch, Difficulty D6 & Duration-1
- City Harmony: only works in the city (or one of the cities) controlled by the cult e.g. the city of a city cult like Pavis or anywhere in Sylilla for Hwarin Dalthippa. Removes functions which make targets aggressive such as Fanaticism and Berserk. Also removes the following statuses Frightened or Routed from citizens in the area. All targets in the area are Pacified – Self, Difficulty D12 & Highest Magical Resistance in Area.
- Clairvoyance Block: Creates a block against Clairvoyance (or similar functions which allow remote sensing of a location such as Behold) in a volume of 200 cubes with the corners marked by appropriate ritual objects. Within the volume any attempt to use, move or create a view point must overcome the value of the block getting a success. If the attempt fails the user of remote sensing function cannot try again for a day. Also an alarm sounds indicating the location of the view point whilst in is in the area and if the attempt to enter fails those within the block know the location of the caster of the vision magic. The block lasts until the markers are removed. A caster must pay 1 XP for every instance of warding s/he wants to be able to maintain – Touch, Difficulty D14.
- Clairvoyance: for the duration the caster can see as though his/her view point was up to 150 squares away. When first created the view point must be in LOS. S/he can use an action to move this view point up to 20 squares. The view point can be moved through solid objects. The viewpoint is visible though not especially obtrusive such as a small ball of faint light or darkness. It cannot be damaged. Enchantments cast at the view point effect the user as though s/he as standing at the view point. Hiding magics work against this function and the caster will need to resist the magic to see the concealed thing (or even know that something is concealed). Any sacred space such as a temple will have a big resistance to this magic – equal to the magical resistance of its best priest. At any given time the caster must be looking from the view point or from his/her own location and switching perception takes 1 action. LOS, Difficulty D16 & Duration.
- Claws: gives the character claws – Self, Difficulty D6 & Duration-1, **Bonus**.
- Clear Sight: caster can see any illusion for what it is and through and concealing magic such as Conceal Object or Invisibility. The caster has B2 on Perception. Only works if the caster is able to look directly at the target in direct sunlight – elf, Difficulty D12 & Duration.
- Cloak of Fog: the caster is surrounded by a cloak of fog. This counts as Fog with a small blast template which moves with the caster - Self, Difficulty D8 & Duration.
- Coin Wheel: turns raw cold in Wheels (Coins) of the same weight – Touch, Difficulty D8, **Ritual**.
- Combat Healer: the caster can use any Healing ability s/he knows at a range of 5 – Self, Difficulty D8 & Duration.
- Command Gustbran: the caster can make Gustbran (bonfire) move up to 2D8. S/he can make Gustbran spread (up to its maximum size) or move out of the previous cubes entirely – LOS, Difficulty D16.
- Command Mahome: the caster can make Mahome (campfire) move up to 2D6. S/he can make Mahome spread (up to its maximum size) or move out of the previous cubes entirely – LOS, Difficulty D10.
- Command Oakfed: the caster can make Oakfed (wildfire) move up to 2D10. S/he can make Oakfed spread or move out of the previous cubes entirely – LOS, Difficulty D22.

- Community: all members of the same community (any social group or class with common interests such as people in a village, worshippers at a shrine) within 100 of the caster have +1 B2 at Persuasion (Reason) and Leadership and Oratory (Persuasive Speech) - Self, Duration, Difficulty D12
- Compress Actions: the caster has an extra action each turn of any kind – Self, Difficulty D18 & Duration
- Confuse Time Sense: confuses target's sense of time. The caster can choose an observation or event and move it in the target's memory to any time period. The target will do his/her best to make sense of the change but this may be impossible if it is too jarring. It works best for fairly straight forward things like a particular object was already missing or still there at a certain time, altering the date and time that an individual was first seen or met or changing when exactly the target did something - LOS, Difficulty D10 & Magical Resistance
- Confusing Fog: fills a large blast template or a massive blast for +1 difficulty with fog. – LOS, Difficulty D10 & Duration.
- Consume Soul: whilst devouring at least 5% of a human victim that has been killed within the last hour the caster also consumes his/her soul. On a success the caster heals 1 Power Drain or if the caster has no Power Drain then gains 1 Power Point. On a major success the caster heals 2 points of Power Drain or gains 2 Power Points. A Power Point can be spent to counter 1 point of Power Drain and a character can have a maximum of ½ a Power Point per max result of his/her spirit rune rounded up – Touch, Difficulty D12, **Ritual**.
- Consume: on any Success the target takes a Hurt. In the caster's subsequent turns the target the magic acts again. This continues until the magic fails to get any Success. Once the target is reduced to D1 Health it always causes a Disabled and Serious Wound. Roll to see which body part is disabled on D6: 1: Head, 2: Body, 3: Left Arm, 4: Right Arm, 5: Left Leg, 6: Right Leg. If the resistance is failed the following turn then the area effected is transformed into grey slime - this is fatal for head or body and otherwise a limb is lost. This ends the magic - LOS, Difficulty D8 (only when first used) & Magical Resistance, **Recharge**.
- Contract: two individuals agree to a written contract by signing it, sealing it or making their mark. Half of the contract is taken by each. The user casts the function to enforce the contract. If the contract is broken the other party to the contract is immediately alerted as is the caster - Touch, Difficulty D8 & Duration.
- Control Flood: the caster can force water back into its proper place. This can include rivers back into their banks and sea water back to its normal shore. As this involves overcoming the magical resistance of the body of water in question this often involves a ritual with many participants or a very powerful individual – LOS, Magical Resistance.
- Cool: keeps an individual cool as though in the shade – Touch, Difficulty D6 & Duration-1
- Co-ordinate Forces: allows the caster to speak silently and mentally with the target and at will see through their eyes. Target must be within 20 miles to maintain the link. All targets must be willing – Touch, Difficulty D8 + 1 per extra person linked to after the first & Duration-1.
- Corruption: the target is warped into a hideous chaos monster over a period of D10 rounds during which time it is disabled. It gains the disadvantage Hideous. Roll D4 for each skill and if it is odd subtract it from the skill and if even add it on. No skill can ever be better than +2 as a result – Touch, Difficulty D12 & Magical Resistance
- Counter Chaos: target's chaos features (random not built in) don't function for the duration. Any physical manifestations disappear and any game effects, positive or negative, no longer apply. Doesn't hide the taint of chaos - LOS, Difficulty D8 or Magical Resistance & Duration.
- Couvade: cast on pregnant mother and father. All the discomfort, sickness and pain of pregnancy and birth are experienced by the father instead of the mother but cause him no damage. The safety of mother can child/ren is assured – Touch, Difficulty D14, Last Whole of Pregnancy and Birth, **Ritual**.
- Create Bone Arrow: creates an arrow tipped with bone. When fired by a worshipper of Urengerum it deals the same damage as a bone tipped arrow. If the arrow hits an undead it has B4 damage and will damage an undead which is normally immune to solid damage. If it hits a ghost it deals normal

damage against the XD of the ghost and on a success the ghost is power drained and on a major success destroyed – Touch, Difficulty D12, **Ritual**.

- Create Bound Head: the caster kills an intelligent victim and severs its head. The victim's mind and spirit are trapped in the head. The victim now has no will of its own and must obey the caster. It cannot take any actions or speak. Performing the ritual the first time has a 1 in 20 chance of giving the caster a chaos feature increasing by 1 each time it is used but no more than one can be gained in this way. Once a chaos feature (positive or negative) has been gained subsequent uses have a non-cumulative 1 in 20 chance of giving a negative chaos feature. Heads need no food, drink or sleep. They do not recover from damage other than by magic. They have a Health of D6. If a head is killed the spirit is still bound to the skull and acts as a Vampire Ghost with a range of 15 squares from the skull which will attack any none worshipper of Thanatar, Tien or Aytar. The caster is in Mind Link with the head if it is within 5 squares and can use its magic. Once it has lost any Rune or Glamour Points though they are lost permanently – Touch, Difficulty D14, Magical Resistance, **Ritual**.
- Create Charm: creates a charm for any function of a single rune. If created by a shaman the charm can be created for anyone. A spirit society member can make a charm only for him/herself. Requires 3 hours before the charm is created to make the object in which the spirit is held unless rebinding an existing charm– Touch, Difficulty D12 for a D6 charm, D14 for a D8 charm, -1 if the charm is of a rune the caster has, **Ritual**.
- Create Fissure: the caster stamps and a fissure starting from that point spreads out. The fissure will be of length equal to twice the result – this is for each section separately if it divides – not in total. Its width will be equal to 1/10 of the result rounded up. Its depth will be equal to the result. It goes 3 squares out away from the caster (in a direction chosen by the caster) and then roll D6 on 1-2 it turns left 45 degrees, 3 it goes straight on, 4 it divides into two – roll again for each – they can't go in the same direction but can divide again, 5-6 it turns right 45 degrees. Roll again for another change of direction every D6 squares. Anyone who fails to evade the fissure will fall to the bottom and any building may collapse if it destroys enough of its support. After 2D6 (highest) turns the fissure closes again crushing anyone still down it – Touch, Difficulty Variable but D12 minimum.
- Create Gorp: creates a gorp out of a volume of earth - Touch, Difficulty D6+1 per 2 size of the gorp starting at -3, **Ritual**
- Create Market: protects a rectangle surrounding up to 64 squares (+1 difficulty per extra 64 squares) with 4 rods carved in the likeness of the god set up at the corners. The market is 4 squares high. The basic difficulty (which is then modified by area) is the same as the value chosen for the market. Any hostile magic which would be resisted by magical resistance cast from the outside to a target inside the market is resisted by the value of the market in addition to normal resistance. Any ghost or other insubstantial entity with hostile intent must resist the ward with its power and get a success to be able to cross the boundary. If it tries and fails it suffers a points of Power Drain cannot try again for 5 turns. Any embodied creature hostile to the market's purpose (thieves or raiders) crossing the boundary receives a Disrupt Enchantment with the value of the market and if stunned fails to cross. An alarm sounds if a hostile entity tries to cross the boundary. The market lasts until the rods are removed. Anyone removing the rods other than the caster suffers the Disruption. A caster must pay 1 XP for every instance of market s/he wants to be able to maintain – Touch, Difficulty D10 + 1 per extra 64 squares, **Until Cancelled, Ritual**
- Create Matrix: always a spell. Creates an object (which must be appropriate to the spell) containing a spell known by the caster. The spell can then be used by anyone wearing or holding the matrix. Requires 6 hours and 1 XP before the matrix is created to prepare the object – Touch, Difficulty D16, **Ritual**.
- Create Tornado: creates a tornado in the target area. Anyone in the target area (Massive Blast if value of magic D20+, Large Blast if D14+, otherwise Blast) must resist the val of the magic with Athletics (Stand Firm) or be thrown into the air landing one turn later a number of squares away equal to a result roll of the val magic and taking the same in falling damage. Anyone within ½ times the maximum result of the magic in squares must resist the magic with Athletics (Stand Firm). On a success or draw for the magic the target must move one square closer to the centre and not make

any other move this turn. On a major success the move is three squares. At the start of each turn the tornado moves D10 squares in a random direction – Difficulty Value of Magic & Duration.

- Cut Otherworld Entity: caster's attacks with bladed weapons inflict full damage on anything which doesn't normally reside in this world no matter if it normally ignores such damage or reduces it. If the creature doesn't normally take physical damage (such as a ghost) it takes Power Drain from the attack as though it was damage – Self, Difficulty D8 & Duration, **Bonus**.
- Cut Stone: the caster can cut through stone using his/her hands touching the stone like a saw cutting through wood – Self, Difficulty D10 & Duration
- Cut Through Ice or Stone: the caster's axe can cut through solid stone or ice without breaking or blunting. The caster can chop through it as though it were wood – Touch, Difficulty D8 & Duration.
- Damage Shield: blocks one Hurt and is then cancelled. User can't attack in a turn when it is cast. – Self, Difficulty D10 & Duration,
- Dance of Allure: the caster can use Arts (Dance) as well whenever rolling on Persuasion (Seduction) – Self, Difficulty D8 & Duration.
- Dance of Rule: the caster can use Arts (Dance) as well whenever rolling on Leadership and Oratory – Self, Difficulty D8 & Duration, **Bonus**.
- Dance of Slaying: the caster can use Arts (Dance) as well whenever rolling on Weapon (Attack) – Self, Difficulty D8, Duration, **Bonus**.
- Dance of Victory: the caster can use Arts (Dance) as well whenever rolling on Bravery or Strategy and Tactics – Self, Difficulty D8, Duration, **Bonus**.
- Dance Otherworld Path: the caster can use Arts (Dance) when rolling on Perception or Knowledge when in the otherworld – Self, Difficulty D8, Duration, **Bonus**.
- Dance Past Blades: the caster can use Arts (Dance) as well whenever rolling on Gymnastics (Dodge) – Self, Difficulty D8 & Duration, **Bonus**.
- Darksee: allows caster to see normally in darkness as though light or in light as though darkness whichever is more advantageous. Ignore any penalty for being in light. The caster is immune to the statuses Dazzled and Blinded – Self, Difficulty D12 & Duration -1.
- Deadly Distraction: target is at P2 to all action – LOS, Difficulty Magical Resistance & Duration
- Death Paint Ritual: the caster performs a ritual involving painting herself with sacred patterns and signs. She then can't wear any armour but her skin counts a medium armour with no penalties. She has P2 to Dodge and Parry and B2 to Athletics (Damage) and Weapon – Axe – Self, Difficulty D10, Duration 1 hour, **Ritual**.
- Decay Magic: within a Large Burst all magic with a Duration acts as though a number of turns of the caster's choosing has passed pushing the function further toward ending because of Duration or ending them completely – LOS, Difficulty D12.
- Defender Against Monsters: caster has B1 to any Weapons, Magical Resistance, Bravery or Health rolls when fighting chaos creatures, underworld demons, uz, dwarfs, elves, barbarians, fire elementals and demons, cannibals and cultists of the cold earth. At the end of the duration s/he takes a Minor Wound – Self, Difficulty D12 & Duration, **Bonus**.
- Deflect Missile: when the target is hit with a missile or thrown weapon then the deflection's value resists the damage as well as any other resistance. If the deflection gets a higher result than the damage (even if other resistance was higher) then the attack counts as a miss having no effect on the target. – LOS, Difficulty Deflection Value & Duration, **Bonus**.
- Desiccate: target water creature or elemental must resist the caster's rune using Health. If the magic gets a major success the target takes two hurts and on a minor success or draw 1 hurt – LOS, Difficulty D8, **Recharge**.
- Destroy Undead: target undead are destroyed. Can be used against several targets making one roll against all treating the rune as -1 for each target after the 1st or against an area at -1 for a small burst, -2 for a large burst or -4 for a massive burst – LOS, Difficulty D10 & Magical Resistance, **Recharge**.
- Detect Detection: the caster is alerted mentally if detection magic detects or attempts to detect the target individual or object –LOS, Difficulty D8 & Duration -1

- **Detect:** Detecting a particular substance or kind of individual or action with magic within 40 squares. The caster knows each instance of the thing, its approximate size and power. Usually set to ignore tiny amounts. Where it detects a class of things e.g. metals, undead gives what type the thing is within the class. Detects but doesn't spot. If the caster is visible it is clear that s/he is using magic but if not the target (if conscious) won't automatically know that the detection has been used. Examples – Detect Gold, Detect Life, Detect Uz, Detect Undead, Detect Enemies – Self, Difficulty D8 or if concealed by magic the value of the concealing magic.
- **Detect Lie:** detects if a particular short statement made by the target is untrue. Can be used within a minute of the statement being heard. On a major success it detects if the statement is a complete lie, an evasion or a partial truth. On a success or a draw it detects that a statement is untrue but not to what degree. On a failure the caster can't tell if the statement is true. On a major failure the caster thinks the statement is true or untrue to whatever degree the target chooses. Only on a major failure will the target automatically know that the magic has been used. This magic is never obvious to bystanders. It can only be used once against a particular statement. – LOS, Difficulty MR min. D8 +2.
- **Detection Blank:** Provides concealment against magical detection equal to its value – LOS, Difficulty As Value & Duration.
- **Determine Gambling Odds:** caster knows the odds in any gambling game. The magic sorts through the various factors of the rules – LOS, Difficulty D8.
- **Devastating Riposte:** if the caster defends with a sword parry and an attack gets a major failure s/he can immediately (with no actions) riposte making an attack at B2 to hit and damage – Self, Difficulty D8 & Duration, **Bonus**.
- **Dew:** this function summons Dew Maid. She departs after 15 minutes leaving a well moistened area for 75 squares around the point she was summoned – Touch, Difficulty D10 +2 per additional 75 square radius, **Ritual**.
- **Direct Soldiers or Dancers:** target dancers have B1 to Arts (Dance). Target soldiers have B1 Athletics (Stand Firm) and B1 to all attempts to maintain formation – LOS, Difficulty D8 for 1 target, D10 for 10 targets, D12 for 100 targets and D14 for 1000 targets & Duration.
- **Dismiss Confusion:** remove any of the following statuses from a target: Befuddled; Confused; Dazed or Pacified. If the target is possessed by a Madness Ghost then it is dismissed and the possession ended – LOS, Difficulty D12 & Magical Resistance (for a Madness Ghost)
- **Distort Time:** within the target Massive Burst time seems either speeded up or slowed down at the caster's option. If time is slowed then each individual in the area misses every other turn starting from when the function is cast. If time is speeded up each individual in the area gets another complete turn (in their normal turn order) in-between normal turns. Anyone trying to move across the boundary of the effect must perform an Athletics (Stand Firm) task with a difficulty of D10. On any failure they fail to move through and their action ends. On a draw or success they take 2D10 damage directly to Health (Resist Damage) and move through. Any missile or thrown attack coming out of an area of fast time or entering an area of slow time is P3 to hit (the distortion makes it hard to be accurate). Missiles or thrown attacks coming out of an area of fast time deal B3 damage (is going fast). Any missile or thrown attack coming out of an area of slow time or entering an area of fast time is P3 to hit (easy to dodge) and deals P3 damage (going slow). Any Physical Agent coming out of an area of slow time or into an area of fast time is B3 easier to dodge. Any Physical Agent coming into an area of slow time or out of an area of fast time is P3 harder to dodge – LOS, Difficulty D14 (Note any Duration for Slow Time will be doubled from the point of view of those outside it), Duration.
- **Divination Block:** the caster chooses a fact or event to conceal from Divination. Any Divination about the event or fact will fail unless it overcomes the block – Difficulty as the value of the block, **Permanent until overcome**.
- **Drown Chaos:** this ability works on chaos creatures which can't survive underwater. The value of the magic starts as D3 and goes up by 1 each turn. Each turn at the end of its turn the creature must resist the value with Health getting at least a draw or take a hurt – LOS, Magical Resistance, **Concentration**, **Recharge**.

- Drown: this ability works on creatures which can't survive underwater. The value of the magic starts as D3 and goes up by 1 each turn. Each turn at the end of its turn the creature must resist the value with Health getting at least a draw or take a hurt – LOS, Magical Resistance, **Concentration, Recharge**.
- Eat Person: a scorpion man uses this function whilst eating another intelligent being. The scorpion man gets +1 (up to a total of 1) in any skill in which the victim was better than it and any common magic or spell that it knew that the scorpion man can remember and has the runes/abilities to use – Touch, Difficulty D12. **Ritual**.
- Echolocation: sense with active sound as Darksense – Self, Difficulty D8 & Duration-1
- Ecstatic Communion: the target will look at being drained by a vampire as a wonderful experience and not resist or cry out – Range 5, Difficulty D10 & Magical Resistance, **Concentration**.
- Elemental Weapon (Kind): causes a weapon to deal to replace its normal damage with an effect like that of a physical agent on whoever it hits. The physical agent value is equal to the rune rather than the normal damage of the weapon. – Held Weapon, Difficulty D10 & Duration, **Concentration, Bonus**.
- Enchant (Rune Metal): makes a rune metal except iron as hard as bronze. Enchants iron so that a character using it can also use magic and makes it harder than bronze – Touch, Difficulty D14, Permanent, **Ritual**.
- End Feud: when used at the beginning of negotiations to end a feud this ability augments everyone who is trying to compromise and reach a settlement's Persuasion skills – Targets All in the Negotiation, Difficulty Augment+4 & Duration -2, **Ritual**.
- Endurance: caster can go without sleep, drink or food for 2 days without suffering any ill effects. S/he takes 1 more Hurt to Disable than normal. Can only be used once per week (from full moon to full moon) – Self, Difficulty D12
- Enhance Ghost: target ghost has B2 when fighting in spirit combat – LOS, Difficulty D10 & Duration.
- Enhance Quake: this ritual is performed before a Physical Agent Quake. If successful a quake cast immediately afterwards covers a greater area – Physical Agent, Difficulty D16 +1 per doubling of the diameter (i.e. +1 for x2, +2 for x4, +3 for x 8, +4 for x16 etc.), **Ritual**.
- Enter Protected Place: any magic protecting a space and any magical guardian must overcome this magic or fail to detect the caster. For example warding might not detect the caster and therefore not damage him/her or set off an alarm – Self, Difficulty as chosen & Duration.
- Erotomatose Lucidity: function producing ecstatic oneness in participants engaged in erotic congress – Touch, Duration, Difficulty D8.
- Escape Combat: caster does not trigger opportunity attacks when moving out of range of an enemy-Self, Difficulty D6 & Duration, **Bonus**.
- Escape From Harm: the caster does not trigger opportunity attacks as long as s/he doesn't attack and doesn't move into contact other than as part of a move out of contact – Self, Difficulty D6 & Duration, **Bonus**.
- Eternal Peace: all targets in a large blast radius must resist or their souls are given to the embrace of Gark the Calm and each is of their bodies is animated as a zombie with their experience dice. The zombies will obey simple orders and can be set to guard areas – LOS, Difficulty D8 & Magical Resistance, **Ritual**.
- Extension: targets magic with a Duration. Increases how long the magic lasts and if it required Concentration it no longer does. LOS, Difficulty – 1 hour D12, 6 hours D16, 1 week D20.
- Extinguish: puts out a fire up to the size of a campfire (Mahome) - LOS, Difficulty D8
- Extra Attack: Gain an extra targeted action to make a physical attack per turn – Self, Difficulty D16 & Duration, **Bonus**.
- Extra Personal Action: Gain an extra personal action per turn to perform any action other than cast magic or move –Self, Difficulty D14 & Duration, **Bonus**.
- Face of Lanbril: caster including his/her clothes appears extremely ordinary and forgettable. Doesn't create a particular appearance just a randomly boring one. Without magic the disguise can't be seen through. Any magic which enhances perception allows it to be seen through but only if it overcomes the user's rune – Self, Difficulty D6 & Duration -1.
- Fall Down: target falls down – LOS, Magical Resistance.

- Falling Wind – target cannot use any air rune magic which summons, creates or strengthens the wind or summons air elementals – LOS, Magical Resistance & Duration
- False Form: the value of the function magically conceals the true nature of the caster (an ogre) to all senses and magic so that s/he appears entirely as a normal human – Self, Difficulty As Value, Duration 8 weeks.
- Fanaticism: the target has +2 to attack, cannot use parry and has -2 Gymnastics (Dodge). It can't use protective magic. If the target is currently Frightened, Routed, Calmed or Pacified then instead it cancels that status immediately (with no Duration) – LOS, Difficulty Magical Resistance (for unwilling target) or D8 & Duration
- Fang of Wachaza: this ability is cast on the user's trident. If a target is hit by the user's trident then, as well as the normal effects of damage, it must resist the total damage result minus the resistance to the damage using its full Health (not including any penalty for Hurts). On any success the target's spirit immediately leaves its body as for a Sever Spirit. E.g. a trident attack deals a damage result of 7. The victim gets a result of 4 on the resistance and takes a Hurt. The victim must resist $7-4 = 3$ with its full Health. If the magic gets any success the victim dies – Own Trident, Difficulty D14 & Duration.
- Farsee: the target has the ability to see like with x10 binoculars at will. Treat range for spotting with vision as 1/10 of actual – Touch, Difficulty D8 & Duration -1.
- Fight Against Many: opponents get no bonus per extra individual attacking the caster – Self, Difficulty D8 & Duration
- Fight With Blinding Speed: any parry or dodge against the caster when s/he is attacking with a melee weapon is P1 – Self, Difficulty D10 & Duration
- Fix Intelligence: target creature becomes an unintelligent animal ruled by instinct without Knowledge skills or non-intrinsic magical abilities – Touch, Difficulty D12 & Magical Resistance, **Ritual**.
- Flame Skin: The character's skin is wreathed in flames. S/he is immune to fire damage and anyone or anything touching or being touched by him takes D8 B2 Fire damage. Flammable weapons make a breakage save when used on the caster – Self, Difficulty D12 & Duration
- Flight: caster can fly with a movement bonus equal to rune value (e.g. a D12 rune is B12) – Self, Difficulty with only light equipment D12, with medium equipment D20 & Duration.
- Float – the target volume of a substance floats in water – LOS, Difficulty D6 + 1 per cube of the object & Duration-1.
- Flowers: for the duration the caster can make pretty flowers appear where she walks or touches. If the location is suitable – Self, Difficulty D6 & Duration.
- Forget: target forgets events taking place within 2 minutes of being effected by the magic. The memories fade about 5 minutes after the magic takes effect – LOS, Difficulty D8 & Magical Resistance,
- Fortune: when making any roll for a task or test (not a save) then if the caster can roll again using the original dice -2 and must take the new result – Self, Difficulty D8 & Duration.
- Freeze Ground: an area of ground freezes solid. It counts as difficult going and resists attempts to tunnel or dig it – LOS, Difficulty D6 for 3 x 3 and +1 per +1 x 1, lasts until melted.
- Friendly Greeting – user determines the correct form of greeting ritual to use for a particular target individual or group. As long as such a ritual exists s/he knows the proper form which will usually let some kind of negotiation to at least begin – Self, Difficulty D8.
- Gather Hunters– caster can link a group of allies into a hunting band. Once the link is established as long as they are within 30 miles of each other they will know each other's location and distance and can communicate simple messages such as "come here", "move north", "prey sighted", "bear sighted", "enemy to north" to each other mentally – Touch, Difficulty D8 & Duration-1, **Ritual**.
- Ghost Dart: caster's attacks with missile or thrown weapons can be used to attack ghosts. The ghost takes Power Drain from the attack as though it was damage – Self, Difficulty D8 & Duration, **Bonus**.
- Ghost Shield: caster uses the function's rune alongside Magical Resistance (weakest rune) when fighting in ghost combat as a test or task. If the rune is the weakest rune it is rolled twice. – Self, Difficulty D8 & Duration, **Bonus**.
- Glowspot: the caster and anyone within a small burst of him/her can cast magic as though the moon was full – Self, Difficulty D16 & Duration

- Glue: creates a patch of glue with strength equal to the value of the magic. Only effects non-living things. Breaking the glue requires rolling Athletics (Strength) and getting a success against the glue, Creates enough to glue a fix a glove to a weapon, a boot to the ground, a sword to a scabbard – LOS, Difficulty Strength & Duration.
- Go Without Water: target can survive without drinking any water at all for up to three days without ill effects. After doing so it must drink enough water to equal the water it should have drunk for the missed days (which it can do so without ill effects such as bloating) or suffer all the consequences at once. The function can't be used again until it has drunk – Touch, Difficulty D6, **Lasts Up to 3 days**.
- Grounding: target cannot fly by any means and immediately descends (gently) to the ground – LOS, Magical Resistance, Duration
- Group Defence: Creates a shimmering barrier in a radius of 3 squares around where the caster is standing. It then remains still. The caster and all within the area when the function is activated suffer one point of Power Drain. Each 2 difficulty added to the function increases the radius by 2 and increases the Power Drain by 1. Any target which wishes to do so may resist the caster with Magical Resistance to avoid taking the Power Drain. Any creature trying to pass the barrier receives an attack with value equal to the total power drain inflicted by the function as a Dice (rounded up) against Health (Resist Damage) ignoring armour causing a Hurt on a Success and on a Major Success Stun and an extra Hurt for a result of 10-14, +2 Hurts for 15-20 and so on. E.g. if the function has inflicted 9 power drain the damage is D10 – Touch, Difficulty D12 +2 per increase, Until Cancelled
- Grow Arms: the caster grows extra arms which can be used normally as off-hands. Someone with this ability must wear clothing/armour that allows this process – Self, Difficulty D10 for 2 arms, D14 for 4 arms, D18 for 6 arms, Duration.
- Grow Legs: the caster grows extra legs which can be used normally. Someone with this ability must wear clothing/armour that allows this process. Each pair of legs gives B1 Running, B1 Athletics (Stand Firm, Climbing), B1 Health (Resist Damage). – Self, Difficulty D10 for 2 legs, D14 for 4 legs, D18 for 6 legs, Duration.
- Guard (Kind of Individuals): this function protects the named kind of individual against any kind of attack as long as they remain within 5 squares of the caster. Any attack including hostile magic aimed at a protected individual instead counts as aimed at the caster. No ability is allowed to attack both the caster and one of the protected individuals at the same time. If an attack would normally be against the caster and a protected individual (e.g. a physical agent that would put both the area) it attacks the caster first and only effects other if this causes the function to end. The function ends if the caster is Disabled, Routed or Stupefied – Self, Difficulty D12 & Duration.
- Heal Self Beforehand: if the caster takes one or more Hurts immediately roll the value of the rune in test of difficulty D8. On any success 1 Hurt is cancelled – Self, Difficulty D10 & Duration.
- Heal What I Hurt: the caster can heal any status or wound which s/he caused – Touch, Difficulty D8.
- Healing Trance: the target and the caster fall into a trance in which the target's healing rate (natural or magical) is increased by a factor of 8. Both the caster and the target must still be fed and cared for whilst this goes on – Touch, Difficulty D10, Lasts Until Healing Completed.
- Heart Seizure: can only be cast on a target that has already been seduced during congress. Target has a heart attack and dies – Touch, Difficulty D10 and Magical Resistance.
- Heat: heats up an inanimate object as though it was on a cooking fire – Touch, Difficulty D6 & Duration-1.
- Hibernate: the caster goes into hibernation like a bear. S/he will wake up if disturbed or when I specific trigger is met which is set by the caster e.g. the temperature reaches a particular level or after a certain time – Self, Difficulty D8, **Ritual**.
- Hide Fact: the target forgets one specific fact chosen by the caster e.g. that the caster was here, that an object existed, someone's name– LOS, Difficulty Magical Resistance.
- Hide Individual: Concealing an individual with magic against magical searches – Touch, Difficulty As the value of the concealment +1 per extra individual concealed at the same time by the user (even if in separate uses of the function), **Until Cancelled**.

- Hide Object: Concealing an object with magic against mundane and magical searches – Touch, Difficulty As the value of the concealment +1 per extra object concealed at the same time by the user (even in separate uses of the function), **Until Cancelled**.
- Hide: the caster has thick hide. Provides B1 armour – Self, Difficulty D6 & Duration.
- Hold Moment: the caster forms a small bubble of compressed time around him/herself and anything s/he is wearing or carrying. Outside the bubble everything else apparently stops still from the caster's point of view. Whilst the magic is active the caster can move and take actions which target only him/herself and items carried or worn. The caster can't target other things so can't attack anyone, open a door or steal something for example. The caster does not act in the turn the magic ends and s/he re-enters normal time – Self, Difficulty D12 + 1 per personal turn experienced, **Bonus**.
- Human Sacrifice: when used as part of another ritual makes the user's rune count as +1 per human victim sacrificed.
- Identify Magic: caster can detect the cause and source of any magical effect – LOS, Difficulty D8.
- Identify Otherworld Entity: caster knows exactly what target otherworld entity is and what powers and properties such an entity has – LOS, Difficulty D10.
- Identify Runic Power: caster knows which runes are associated with target magic, otherworld entity or item - LOS, Difficulty D10
- Identify Scent: caster can sniff the ground or an object and identify what kind of creature has passed or touched it like a cat could do – Self, Difficulty D8 & Duration.
- Identify Writing – caster knows what script and language a document is in and what is its subject matter – Touch, Difficulty D6.
- Ignite: sets an inanimate flammable object alight (like an instant fire-lighter)– LOS, Difficulty D6.
- Ignore Pain: target is allowed to ignore penalties to movement and skills except Health as a result of Serious Wounds. Target ignores Disabled if caused by reaching D1 Health but still rolls on the Wound Table. Target has +2 to recover from Stunned. The referee should decide how much extra damage the character is doing to him/herself by walking on a broken leg for example – Touch, Difficulty D8 & Duration-1
- Illusionary Appearance: the caster changes his/her appearance to the desired form using an illusion. The new appearance must be broadly the same shape (same number of consciously controlled limbs etc.) and the caster must fit entirely within the new form. The appearance fools all senses. It can only be detected using magic or by making a successful Perception roll which is resisted by the magic. Only one attempt is allowed initially at the Perception roll and another if the caster does something very unlikely for the appearance giving reason for doubt – Self, Difficulty As Value of Magic & Duration -1
- Increase Size: the caster (but not objects worn or carried) becomes larger – Self, Difficulty Size +1 for D6 and +1 per size thereafter & Duration.
- Infect Source: can be used to allow a summoned disease spirit to secretly occupy a source such as a well, pool, food supply etc. Whenever people use the source they risk being infected with a disease spirit as though coming into contact with an infected individual – Touch, Difficulty D10, **Lasts Until Ghost is removed**.
- Invisibility (may list circumstance): provides Concealment against Vision and Night Vision. The magic ends if the caster attacks - Self, D8 for 1 Concealment and then +1 per +1 & Duration, **Concentration**.
- Invisible Light – illuminates a radius of 10 squares with a type of magic which allows worshippers of the same god to see normally but has no benefits for others – Touch, Difficulty D6 & Duration -1.
- Item Knowledge: on a success gives a brief history of an item. On a major success gives a full history – Touch, Difficulty D10, **Ritual**
- Jabber: replaces a arm with a jabber which attacks like a JLS which can't be thrown using Unarmed skill and doesn't count as an off-hand– Self, Difficult D6 & Duration -1 **Bonus**.
- Juggler: the caster's mace has B4 damage. Anything hit by it must resist the damage with Athletics (Stand Firm) or be knocked down. If the target is flying it is knocked to the ground falling immediately –Self, Difficulty D14 & Duration.
- Kill Foreigner: this function does not work on non-intelligent creatures, Praxians of any kind (including Morakanth, Basmoli, Broos from Prax, any member of a major or lesser tribe). It otherwise acts as a

Sever Spirit - on a draw or success the creature survives but is Stunned. On a major success the magic separates the creature's spirit from its body killing it immediately but leaving its body undamaged. The spirit will wait near its body for 30 minutes before departing for the otherworld – LOS, Difficulty D14 & Magical Resistance, **Recharge**.

- Kill Scent: caster does not smell of anything, can't be detected by scent and leaves no scent trail – Self, Difficulty D6 & Duration -1.
- Leap (B): caster can use a move action to leap 2D6 B6 squares – Self, Difficulty D8 & Duration
- Levitate: the caster can rise and descend using a move action to move upward or downward up to 10 squares. Lateral movement can be no more than 1 square per move – Self, Difficulty D12 & Duration
- Light in the Darkness: an area equal to a large blast around the caster is illuminated as bright as day. All darkness creatures and those with a darkness rune are at P1 to all actions within the area and the caster and all the caster's allies have B1 to Bravery and Health (Resist Damage) – Self, Difficulty D10 & Duration.
- Light of Wisdom: caster is granted wisdom and has +1 to Arts, Craft, Customs, Devices, Healing, Knowledge, Leadership and Oratory, Perception, Literacy or Tactics for a single test or task. The magic lapses at the end of the test or task or when the duration runs out – Self, Difficulty D10 & Duration, **Ritual**.
- Light: illuminates a Large Blast like day light – LOS, Difficulty D6 & Duration-1.
- Logical Thinking: for the duration the caster has B1 on Knowledge tests and tasks – Self, Difficulty D10 & Duration.
- Long Reach Spear: caster's spear is treated as having a range of 3 – Self. Difficulty D8 & Duration
- Lower or Raise River: the caster chooses a location within the river and either draws river water toward the target location raising the river in the area or forces water away hence lowering the river. The river will rise or lower the chosen number of squares in the target square and squares within 5 squares of it. In the next 5 squares the change will be one less, the next 5 two less and so on. In effect this creates either a dome of water or a basin of water. The maximum change is equal to the depth of the river at the target point – LOS, Difficulty D10 + 1 per square of change, Concentration.
- Magic Rope: allows a rope or some other similar substance to act like a ladder. It can be put up like a ladder and climbed as easily – Touch, Difficulty D8 & Duration-1.
- Magical Dance: this ability is used alongside any ritual of the cult or an allied cult gives +1 chance of success – Self, Difficulty D12.
- Magnify Command: this ability is used along with Command magic. It changes the Duration to -1.
- Make Love Potion: this caster makes a single dose of a love potion which is a colourless odourless liquid and has a volume of 1 drachm (about 3.5 ml). If someone drinks the potion s/he must resist the magic of the potion using magical resistance next time s/he sees a target of the correct race and gender or fall in love hopelessly with that individual – Touch, Difficulty D16 & Strength of the Potion, **Ritual**.
- Make (Object): if the caster has all the materials needed to make the named object in any form (raw and unshaped, scraps and pieces) s/he can make the indicated object like a standard new item – Touch, Difficulty D10 for something that can be easily carried, D14 for something that could be moved in a boat or cart, D18 for something bigger, **Ritual**.
- Mask of Command: caster has B2 to Leadership and Oratory (Commanding Speech) and Strategy and Tactics – Self, Difficulty D14 & Duration – 1, **Ritual**.
- Memorize Text: caster memorizes the entire content of a document up to the size of a book as s/he reads it. She can recite or rewrite it perfectly. At any time the caster can memorize a number of books equal to the maximum of his/her Knowledge Skill result – Self, Difficulty D8.
- Mile Eater: the caster or his/her mount can travel at full movement rate without tiring – Touch, Difficulty D6 & Duration -1
- Mind Read: allows the caster to read the conscious thoughts of the target. The target will know this is happening – LOS, Difficulty D14 or Magic Resistance & Duration.
- Mindbridge: allows mind to mind communication between two people consisting of voluntary transmission of conscious thought. When cast one party must think of the other but doesn't need to

be able to see them. A character cannot take part in more than one Mindbridge at a time. The magic ends if the range exceeds the limit created when it was cast. The two characters are visibly connected by a rainbow arcing across the sky – Difficulty D10 + 1 mile of range after the 1st, **Until Cancelled**.

- Mindspeech: allows the caster to speak silently and mentally with a target within 100 squares as though they were speaking the same language – LOS, Difficulty D10 + 1 per extra person linked to after the first & Duration-1.
- Mobility: target has B6 Movement – LOS, Difficulty D6 & Duration, **Bonus**.
- Moulder: a suitable target begins to sprout a chosen type of fungus – Touch, Difficulty D10, **Recharge**.
- Multimissile: when the target missile (arrow, bolt, slingshot, JLS etc.) is shot it creates a number of other missiles. All of the missiles must be aimed at targets within a small blast template but otherwise act entirely normally. The extra missiles vanish once any damage has been dealt and the effect ends once the missile has been shot. The magic can't be used with Elemental Weapon – Touch, Difficulty D8 for 1 extra missile +1 per extra missile & Duration, **Bonus**.
- Multispell: Allows the user to have an extra action to cast magic each turn –Self, Difficulty D18 & Duration
- Never Stuck: when cast immediately cancels the statuses Bound, Slowed, Grappled or Trapped. Caster can ignore Glue, sticky mid etc. – Self, Difficulty D8 & Duration, **Bonus**.
- Night Vision: see in the dark as the sense Night Vision – Self, Difficulty D6 & Duration-1, **Bonus**
- No Retreat: caster cannot be moved from the location s/he is in involuntarily – Self, Difficulty D12 & Duration, **Bonus**
- No Sleep: When cast allows the user to go for another day without sleep with no ill effects. If the magic fails it can't be used again today – Self, Difficulty D10, Duration – 1 day.
- Oath: an individual freely promises to do something within a certain time or not do something. The caster casts the function to enforce it along with another function s/he possess e.g. Physical Agent, Sever Spirit, Mind Blast. If the Oath is broken the second function goes each time (once per day if s/he promised to do something) effecting only the oath breaker. A physical agent can't be dodged. The second function also goes off immediately if an attempt is made to dispel the oath but will not go off again if the dispel was successful – Touch, Difficulty D12.
- Olfaction: sense with smell – character can use scent like an animal with a good sense of smell like a dog or bear – Self, Difficulty D6 & Duration-1, **Bonus**.
- Open or Close Gate: a gate or door opens or closes no matter what it weighs or if it jammed or blocked. It won't open a locked or barred gate or door unless the caster has the authority to do so (e.g. owns it, has the key, is entitled to enter a city or town. It will work on something which no one owns such as in a ruin). Again it only locks or bars that if the caster has the authority to do so – LOS, Difficulty D8.
- Open Trench: a volume of ground drops. Anything in the area which doesn't get out of the way will fall over, be carried to the bottom, takes D6 AP2 damage and is trapped under D6 debris requiring a Athletics (Strength) test to escape. Buildings will collapse if enough of their support is lost – LOS, Difficulty D10 for 1 cube +1 per 2 more cubes.
- Opening Ritual: target ship can sail out onto the open sea without being destroyed by the Closing – Touch, Difficulty D8, **Ritual**.
- Oracle: when cast the user receives visions predicting possible results of actions – Self, Difficulty D16, **Ritual**.
- Overawe Barbarian: Target barbarian has P1 to any action or resistance against the caster – LOS, Magical Resistance, Duration.
- Pain Blow: when cast on a weapon that weapon has B2 damage for determining if it causes Stun only – Touch, Difficulty D8 & Duration, **Bonus**.
- Paradisal Aviator: the caster can fly at B18 taking a number of targets with him/her. The targets must be within 5 squares to remain flying. Whilst this function is active the caster may use an attack action to target any other flying creature within LOS using rune vs magical resistance. The target instantly loses the ability to fly and plummets to the ground. It will not regain the ability to fly until out of LOS of the caster – Self, Difficulty D16 & Duration-1.

- Parry Other Blow: the user can use a sword parry to parry attacks against people within 3 squares of him/her. If the protected target is not adjacent then the user must move so as to be adjacent by the shortest possible route. If there is no available square adjacent to the target then the ability can't be used. Both the parry and the move interrupt the attacker's action and no opportunity attacks are triggered during the move – Self, Difficulty D10 & Duration.
- Pass Through Barrier: the caster can transform unto water to flow through a gate or barrier. The ability requires the portal not to be water tight. To use it the caster must start in contact with the barrier and at the end of the magic will re-solidify on the other side. How long it takes to go through will depend on how long it would take for water (in the form of a rushing river) to flow through so in 1 action for a portcullis but taking a few actions for a door. The caster can't do anything else whilst the magic is working. If the portal is magically sealed then the caster must also resist that magic as part of the difficulty – Self, Difficulty D12 + Possibly Magical resistance.
- Path Watch: is cast on a path or road. As long as the caster remains on it he can Detect Enemies, Detect Ambush, Detect Traps constantly – Touch, Difficulty D12, **Ritual**.
- Pen: means the caster can use a pencil like stick as though it was a fountain pen – Self, Difficulty D6, Duration 4 hours.
- Perfect Balance: caster can balance on anything no matter how narrow. For example, s/he can walk a tightrope or set a rod on the ground, climb it and balance on the top – Self, Difficulty D8 & Duration, **Bonus**.
- Phalanx: targets a phalanx of adjacent hoplites up to 100 in number. Each hoplite target gets B1 Large Shield Parry and B1 Stand Firm as long as s/he is adjacent to another two hoplites in the same phalanx – LOS, Difficulty D12 & Duration.
- Point to (Thing): the caster can point at will to the nearest instance of the listed thing that exceeds a specified size – Self, Difficulty D6 & Duration.
- Pounce: caster can leap up to 6 squares from a standing start or up to 10 squares after a move. S/he can leap into contact with an enemy and any opportunity attack or stop thrust this produces is at P2 – Self, Difficulty D8, **Bonus**.
- Prayer: the caster has +1 to a skill or rune to resist the next hostile action against him/her. This works against a single test or task and then ends. For example could be the next roll to hit. Ends after the duration or after the roll – Self, Difficulty D8, Duration.
- Predict Action: the caster can predict a little while into the future seeing probabilities. S/he can roll an extra D6 skill dice and use it if it is higher than another skill dice s/he throws – Self, Difficulty D12, Duration.
- Propel Boat: the caster can propel a river boat. It can go about 14 mph - faster downriver and slower upriver or into a headwind – Touch, Difficulty D10, **Concentration**.
- Protect Document: target book, scroll or document is very hard to break or tear, won't burn and is waterproof. The caster can choose to protect it with a password and if it is opened without saying the password it will appear blank – Touch, Difficulty D12, Duration – 1 or permanent for 1 XP, **Ritual**
- Protective Circle: the caster creates an invisible barrier in a small blast template. If any magic is cast across the boundary in either direction the value of the circle makes a test against the rune which created it. On a draw or any success the magic stops at the edge. This only applies to magic which is cast across the edge not magic with a duration which is carried across. It does work on Physical Agents. Any otherworld creature attempting to cross the boundary must resist the value of the circle with Magical Resistance. On a draw or any success it cannot cross the boundary and suffers Power Drain. If a otherworld creature or any magic succeeds in crossing the circle the circle is dispelled – Touch, Difficulty Value -2 +2 per instance of the spell the caster maintains after the first, **Until Cancelled**.
- Purify Food and Water: cleans a volume of food or water up to 1 cube in size destroying dangerous containments and removing any disease in it – Touch, Difficulty D8, **Ritual**
- Purify Gold : extracts all the gold from a target object up to 1 ton in weight. This could be rock, an alloy or a manufactured object for example – Touch, Difficulty D10, **Ritual**.

- Purify Water: extracts all contaminants from a volume of water up to 6 cubes in size. All the dirt, salt etc. is moved out of the volume and placed adjacent to it so it only really works if the water is contained in some way – Touch, Difficulty D8, **Ritual**
- Raise Ground: target square rises and the surrounding squares also rise to maintain a slope to that summit. The caster can choose a gentle or steep slope (up to 1 up for 1 across). Anyone who is on the rising ground must resist the magic with Athletics (Stand Firm) or fall. Any building on the ground must resist the magic or be damaged on a defeat or destroyed on a major defeat – LOS, Difficulty D8 + 1 per square rise plus possibly magical resistance if the land or any building on it have magical resistance.
- Ram: gives the character a ram attack – Self, Difficulty D6 & Duration-1
- Range Arrow: the caster can shoot arrows to LOS with no range penalty – Self, Difficulty D12 & Duration.
- Rapture: can only be cast on a target that has already been seduced at the end of congress. Target is completely enthralled. S/he has no will power, cannot speak coherently and can be lead about at the will of the caster – Touch, Difficulty Magical Resistance & Duration -1.
- Rebirth of Chaos: the target gains a chaos feature. On a roll of 1-3 on D10 it is a negative feature, otherwise it is positive. If the target is not a broo roll D10. If the score is equal to or less than the number of chaos features they have they turn into a broo. If the target is a broo roll D20. If the result is less than or equal to the number of chaos features the target has it dies – Touch, Difficulty D12 & Magical Resistance, **Ritual**
- Recite Message: caster can listen to a message which lasts for the duration. S/he will be able to reproduce it perfectly for its intended recipient but not for anyone else. If the magic fails when s/he comes to recite it s/he must rely on normal memory. – Self, Difficulty D6 & Duration.
- Recognize Otherworld: caster knows which otherworld s/he is in, looking at or which otherworld target entity is from - LOS, Difficulty D10.
- Reconstruction: allows a sequence of events from the past to replay for the caster's senses as long as the caster is in the same physical location. The caster must state the time and date to begin – Self, Difficulty D18 & Duration+1
- Red Armour: caster's armour (or skin if wearing no armour) glows with pulsing red moonlight. It is B2 – Self, Duration & Difficulty D12.
- Red Mask of Terror: the caster's enemies find him/her terrifying. If they attempt to move closer to the caster or attack the caster then they must make a Bravery tests vs D10. On a draw of failure they can't move closer or attack and on a major failure they must instead make at least a half move away and can't attack – Self, Difficulty D14 & Duration.
- Reflect Magic: when the target is attacked with an Enchantment by an enemy then the rune resists the Enchantment as well as any other magical resistance. If the reflecting rune gets a higher result than the Enchantment (even if magical resistance was higher) then the magic is reflected having no effect on the target and instead attacking the caster who must resist it. – LOS, Difficulty D14 & Duration, **Bonus**.
- Reflect Missile: when the target is hit with a missile or thrown weapon then the reflection's value resists the damage as well as any other resistance. If the reflection gets a higher result than the damage (even if other resistance was higher) then the attack is reflected having no effect on the target and instead flying back to try to hit the attacker – LOS, Difficulty D14, Duration
- Rekindle: the caster can make the target object that was every burning glow producing all the light it once did but with no heat and no smoke. The glowing object can be used to light other objects as though it was burning but again they glow without heat. The glowing object or its fuel is consumed at only 1/10 of the rate of if it was burning normally. The ability can also be used on such a glowing object to immediately make it burn normally – LOS, Difficulty D8.
- Release Intelligence: target creature becomes intelligent ruled by reason with Knowledge skills and can use magical abilities – Touch, Difficulty D12, Magical Resistance, **Ritual**
- Remove Chaos Taint: the caster removes once chaos feature s/he has. If the caster has no chaos features this can be used to turn the caster from a broo into a human. If the caster now has no chaos

features and is not a chaos creature this removes the taint of chaos. If the caster fails in this ritual s/he suffers a Serious Wound and on a major failure a Mortal Wound – Self, Difficulty D18, **Ritual**.

- Remove Fungus (on target): target fungus is removed from whatever it is growing on – Touch, Difficulty D10.
- Renew Life: the target is physically restored to the prime of life removing all physical and mental signs of aging. This ability can only be used six times on a single target. Actual age remains the same. Costs 1 XP from the caster or target – Touch, Difficulty D18, **Ritual**.
- Repair: repairs a broken object of the sort that can be easily carried. Examples include weapons, tools, a pot, torn clothing etc. The caster must have all the pieces that need to be reattached. The function can't create anything or improve it – just repair it to its former state. If every piece was available the fix will be invisible but it is rare that every tiny bit is actually present so some marking is almost inevitable – Touch, Difficulty D8.
- Repair Stone: repairs broken stonework such as a cracked stone, reattaching a piece from a broken stature etc. The stone can be up to 10 tons in weight but must originally have been one continuous piece. The caster must have all the pieces which need to be reattached. If every piece was available the fix will be invisible but it is rare that every tiny bit is actually present so some marking is almost inevitable. – Touch, Difficulty D8.
- Reproduce: target living thing will reproduce to the maximum possible the next time it does so. For example a plant will produce as many fruits of the largest size it can possibly do without damaging itself, an animal will produce as many young as it can do and still have them healthy and of normal size e.g. a human will have twins. If the target is a victim of a curse then if the caster overcomes the magic that caused the curse then it is cancelled – Touch, Difficulty D16, **Ritual**.
- Reproduce With Man Rune Creature: target is capable of reproducing with another man rune creature e.g. a human with an Aldryami or Uz and producing viable offspring with half of the characteristics of each race. The offspring must be conceived during the duration. – Touch, Difficulty D12 & Duration-1.
- Resist Magic: Allows the Rune used to add to magic resistance when resisting magical functions or abilities (not ghost combat) alongside weakest rune (if it is the weakest rune roll it twice) – Self, Difficulty D8 & Duration
- Resist Temptation: target has B2 to make personality trait tests, resist seduction, resist charm, control and other mind affecting magic which would cause him/her to act against the moral code of his/her religion or to act against his/her own will – Touch, Difficulty D8, Duration -1.
- Restore Youth: the target has his/her physical age reduced by 1-2 years whilst retaining all skills, knowledge and abilities. Costs 1 XP either from the caster or target whether the magic succeeds or not– Touch, Difficulty D10 for target's actual age beyond 20 (+1 for 21-40, +2 for 41-60, +3 for 61-80 etc.), **Ritual**.
- Resurrection: Resurrection of someone who died in the last week and whose body is now healed – Touch, Difficulty D20, **Ritual**.
- Return to Earth: if the caster is not in contact with the ground (e.g. s/he is on top of a building, in the sky, in the air, in the water) s/he teleports instantly to the nearest area of earth on which s/he can stand. S/he has a certain amount of flexibility (about 5 squares laterally) as to the landing point but this can't be used to go through walls etc. if there is a choice. It can be used for example to choose when falling whether to go back to the location the caster fell from or to the bottom of the fall. The aim of the function is to get the caster to the nearest reasonably safe location. It removes any motion the caster had (such as from falling). It can be used instantly for no actions as response to an involuntary move such as being recoiled, pushed, falling etc. – Self, Difficulty D12, **Bonus**.
- Return to Life: if the caster has been killed s/he can automatically attempt this function 3 days later. If it succeeds s/he returns to life with no injuries. If the function fails s/he is dead and can't retry – Self, D16.
- Return to Moon from Otherworld: if the caster is anywhere in the otherworld s/he teleports to the area of the moon associated with his/her Lunar Cult. – Self, Difficulty D16, **Bonus**.

- **Reveal Secret:** caster knows a secret the target has concealed from him/her. The caster must be able to state what the secret concerns e.g. 'Where have you hidden the book?', 'Where did you find this object?'. If the spell fails the caster can't use it again on the same secret and the target will sense the attempt. If the spell succeeds the target won't know it succeeded. – LOS, Difficulty D12 & magical Resistance.
- **Reverse Chaos:** target gains a negative chaos feature for the duration without being permanently tainted by chaos – LOS, Magical Resistance & Duration, Recharge.
- **Ride Addi:** when cast on a throwstick the caster can then throw it (either as an attack or not) and immediately fly to the square it reached or short of that square if it is occupied – Touch, Difficulty D12 & Duration, **Bonus**.
- **Ride River Horse:** cast as the headwaters of a river summons a spirit river horse with the forebody of a horse and the hindquarters of a fish. It can be mounted and ridden from one river headwaters to another. The trip takes a few minutes. It can carry up to ten people – Touch, Difficulty D12, **Ritual**.
- **Rites of the Dance:** the second part of Valare Addi's path to illumination following the Way to Poveria. Successful accomplishment of the Great Dance followed by the Return to the Koverian Priestess allows the next step (Entekosiad p100)– The Road to Hagu – Self, Difficulty D14, **Ritual**.
- **Rolling Thunder:** the caster calls up a magnificent storm horse. This has stats like an air elemental except instead of being able to attack in can be ridden by the caster over any terrain or through the air. It always has a size of 3 and an XD of D10 – Touch, Difficulty D14 & Duration, **Ritual**.
- **Room Without Doors:** if outside the room the caster and everyone within a small blast is transported into the room and if the caster is in the room then the caster and everyone and everything he brought in is transported out to a location the s/he is familiar with in Pavis. It also takes anything people are wearing and small objects (like weapons) they are carrying. It won't take big items, vehicles, furniture, chests, sacks of goods and so on. The room is in a short world. It has no entrances or exits and no windows. It is a 30 square cube illuminated like day and of a reasonable temperature. It is usually empty apart from anything or anyone the caster brought in. However it is possible that some other Pavis sorcerer is present with anyone s/he brought in – Self, Difficulty D12.
- **Sacred Band:** links a number of willing individuals together. Whilst the magic lasts any Hurts inflicted on any one of them are distributed as evenly as possible between them so that as far as possible each has the same number of Hurts at a given time. Where an uneven number of Hurts have been gained the caster chooses the distribution. To stay in the band all participants must remain within 20 squares of all others – 20 Squares, Difficulty D14 & Duration.
- **Safe:** cast on a door or container. Whenever someone other than the caster opens the door or container it must resist the value of the magic with magic resistance or take a Hurt and Recoil. Lasts for 8 weeks or for 1 XP is permanent – Touch, Difficulty Selected Val.
- **Saggitus Shot:** the user suffers no penalty when shooting from horseback for being on a moving mount using Mounted Bow. – Touch, Duration, Difficulty D6, **Bonus**
- **Sail Into Wind:** the caster can sail a boat or ship as though the wind direction is up to 90 degrees from its actual direction – Self, Difficulty D10 & Duration -1, **Ritual**.
- **Sail West:** as long as a the target ship is sailing west it does so it will travel 15 mph faster than it would normally for the conditions (including travelling at 15 mph if it would normally be becalmed) – Touch, Difficulty D10 & Duration - 1.
- **Sea Strength:** the user must be in contact with sea water when the function is used. Gives the caster B2 on Athletics (Strength, Damage, Stand Firm) – Self, Difficulty D10 & Duration.
- **Seal Wound:** hurts and wounds inflicted by the target weapon can't be healed by magic whilst the wound remains sealed. The magic lasts from when the wound is inflicted until the wound has healed naturally or until the magic is dispelled. Any attempt to dispel the magic which fails inflicts the same wound on the caster of the dispel – Touch, Difficulty D14 & Duration, **Bonus**
- **Second Mouth:** woman's genitals are transformed with sharp and useable fangs – Self, Duration -2, **Bonus**.
- **Secure Grave:** any attempt to raise a body buried using this ritual as an undead must overcome this magic – Touch, Difficulty As Selected, **Permanent, Ritual**.

- See Through Fog: the character is immune to concealment provided by Fog or Smoke – Self, Difficulty D6 & Duration -1.
- Sense Weakness in Foe: target has P1 to resist anything done by the caster – LOS, Magical Resistance & Duration.
- Shape (Substance): the caster can mould the substance with his/her hands like it was clay. Can be used to join two pieces of exactly the same substance together. – Self, Difficulty D12 & Duration.
- Shatter: weapon must make a breakage save at -1 – LOS, Difficulty D10, **Recharge**.
- Shield of Darkness: caster has B2 Gymnastics (Dodge) against attacks targeting with Vision or Night Vision and has B2 Armour – Self, Difficulty D10 & Duration.
- Shift Stone: the caster can move cut stone with telekinesis. The spell won't break anything – LOS, Difficulty D10 for 1 cube of stone + 1 per cube & Duration.
- Shoot Otherworld Entity: caster's attacks with a bow inflict full damage on anything which doesn't normally reside in this world no matter if it normally ignores such damage or reduces it. If the creature doesn't normally take physical damage (such as a ghost) it takes Power Drain from the attack as though it was damage – Self, Duration & Difficulty D8, **Bonus**.
- Shooting Star: when the target arrow is shot it counts as a shooting star it creates multiple shooting star effects. All can be aimed at a single target or multiple targets each of which is within a large blast template within LOS (no other range restrictions). Each target is attacked individually with the shooter's weapon bow ability as normal. On a hit the target takes fire damage (like a physical agent) equal to the character's fire/sky rune – Touch, Difficulty D10 for 1 missile and +1 per extra missile, Duration, **Concentration, Recharge**.
- Shroud of Darkness: the caster is surrounded by an area like Night in a small blast template which moves with him/her - Self, Difficulty D8 & Duration.
- Sickening Stench: the caster's stench is so sickening that the first time on any day non-broods come within a large burst must make a D8 Health test or be at P2 to all actions due to nausea for 5 mins. In addition if they suffer a major defeat on the test they are incapacitated by vomiting and have no actions are at -3 to all skills for 2 turns – Self, Difficulty D12 & Duration.
- Silence: the target and its equipment makes no involuntary noise so armour doesn't clank when sneaking and causes no stealth penalty– Touch, Difficulty D6, **Bonus**.
- Silent as a Cat: when moving caster makes no more sound than a cat padding across a smooth floor – Self, Duration, Difficulty D6, **Bonus**.
- Silver Track: the caster can see a glowing track showing the route that a target took as long as it is night and stars are visible in the sky above. One the function is activated the user must use a conventional Survival (Tracking) skill roll augmented by her fire/sky rune to find the beginning of the trail and correctly identify which track to follow. If this is successful the trail will be illuminated for as long as the magic lasts (and the stars remain visible) – Touch, Duration & Difficulty D12.
- Skyspear: attacks target being with a ☉ or ☾ rune who is not a worshipper of Yelm. On a Success the target is Stunned and Hurt. On a Major Success the target dies and their spirit plunges directly and immediately to the underworld so Attach Spirit will not help them. – LOS, Difficulty D14 & Magical Resistance, **Recharge**.
- Slashing Sword Blow: when caster attacks with a sword s/he can attack any number of targets who are adjacent to him/her with the same action – Self, Difficulty D8 & Duration, **Bonus**.
- Slay With Mace: this ability can be used for no actions when a target is hit with a mace. On a major success the target's spirit immediately leaves its body as for a Sever Spirit. On a minor success the target is Stunned. The attack still does damage normally – Touch, Difficulty D14 & Magical Resistance, **Recharge**.
- Sleep Anywhere: caster can sleep comfortably when perched on a tree branch, curled up under a bush or anywhere where a cat could sleep – Self, Difficulty D6, **Duration up to 20 hours**.
- Sleep With One Eye Open: caster can sleep all night with one eye open and make Perception rolls to spot approaching enemies without penalty – Self, Difficulty D6, **Duration up to 12 hours**.
- Sneeze: target starts sneezing uncontrollably. It is at -2 to all skills – LOS, Difficulty Magical Resistance, Lasts 2 turns.

- Solidify Darkness: a volume of darkness becomes solid. It has a strength equal to the chosen value and anyone trapped in it must resist it with Athletics (Strength) to get out. It resists damage with the chosen value as well. The caster can choose a simple shape for the volume – LOS, Difficulty equal to the value of the solid darkness + 1 per cube after the first & Duration.
- Solidify Dust: a volume of loose material such as earth or dust is transformed into rock – LOS, Difficulty D10 for 1 cube + 1 per cube.
- Song of Laughter: the caster plays the harp and every creature intelligent or not within hearing range must use resist the caster's rune with Magical Resistance. If the caster gets any success targets cannot take any violent actions as long as the caster plays – Self, Difficulty D16, **Concentration**.
- Sooth the Dyspeptic Stomach: creates an area equal to a large blast in which Darkness magic is blocked. Magic which summons darkness elementals is also affected. Any such magic with a duration in the area is also affected. The rune that created or is trying to create the magic must perform a task against D12 or the magic is countered, dismissed or cancelled – Self, Difficulty D12 & Duration, **Concentration**.
- Soul Dart: the caster's attacks with missile or thrown weapons cause 1 Power Drain if they inflict at least 1 Hurt – Self, Difficulty D8 & Duration, **Bonus**.
- Spawn of Porcharngo: creates a Crawling Hand, Manling, Purple Frog, Slime Rat, Lead Eater, Fog Bug or any other example of spawn. The spawn will have XD6. Each shrine of Porcharngo will know a different example. The spawn will serve its creator – Touch, Difficulty D12, **Ritual**.
- Speak Language: the caster can speak and understand the language of the target – Self – Language User in Hearing Distance, Difficulty D12 & Duration-1
- Speak to the Dead: caster can speak to a dead person whose spirit is somewhere accessible in the otherworld (not re-incarnated, imprisoned in some foreign hell, completely destroyed by chaos etc.). Caster must have some connection to the dead person e.g. something they owned, their grave, body, somewhere they lived, a relative and so on. Difficulty increases with how long ago they died, how important they were and decreases with the degree of connection established and if they are particularly likely to want to talk to the caster. The magic doesn't persuade them to actually talk or answer questions – just makes it possible. The magic lasts until the conversation is ended. – Touch, Difficult D12-D30, **Ritual**.
- Speed Movement: Gain an extra move action per turn – LOS, Difficulty D12 & Duration, **Bonus**.
- Speed Weapon: Allows an extra follow up with same weapon – LOS, Difficulty D8 & Duration, **Bonus**.
- Speedy Current: the caster can call a current to propel a ship on the sea. It can go about 10 mph faster than it would normally in the circumstances – Touch, Difficulty D12, **Concentration**.
- Spell of Summons: the caster names a target. The target will mentally receive the caster's summons and knows where the caster is and the direction to that location. It doesn't make them come or give them the power to do so – Difficulty D10, **Unlimited Range**.
- Split Shield in Two: can be used without any additional actions if caster hits a shield with a sword or dagger. The shield makes a breakage save at -1 or splits exactly into two equal pieces – Self, Difficulty D10.
- Spy (Object): Enchants an object to act as a spy for the caster. The caster can see and hear normally from the object at any range. Whilst concentrating on the spy s/he can't see or hear normally and it takes an action to switch attention from the spy to a normal point of view. Normally can only have one spy active but for each 1 XP spent another is allowed – Touch, Difficulty D12, **Until Cancelled, Ritual**.
- Squeeze Through: the caster can squeeze and wriggle quickly through a narrow gap that looks a little too small to fit through by twisting and contorting – Self, Difficulty D6, **Bonus**.
- Stability of the Left Leg: any attempt to use magical or physical force to move the target object or individual other than a creature moving of its own free will is blocked. It cannot be knocked back, recoiled, forced to move or collapsed. It will still fall if completely unsupported but won't overbalance or topple. The target is a single individual, object or building. The effect ends if a target creature moves voluntarily. – LOS, Difficulty D12 & Duration.

- Stamina (Self if Target not Indicated): target does not suffer from exhaustion and can move at full speed throughout – Touch, Difficulty D6 & Duration -1
- Star Wards: protects a rectangle surrounding up to 36 squares (+1 difficulty per extra 36 squares) with 4 silver rods set up at the corners. A star ward is 2 squares high. The basic difficulty (which is then modified by area) is the same as the value chosen for the star ward. Any hostile magic which would be resisted by magical resistance cast from the outside to a target inside the ward into the ward is resisted by the value of the ward in addition to normal resistance. Any ghost or other insubstantial entity must resist the ward with its power and get a success to be able to cross the boundary. If it tries and fails it suffers a points of Power Drain cannot try again for 5 turns. Any embodied creature hostile to the caster crossing the boundary receives a Disrupt Enchantment with the value of the ward and if stunned fails to cross. Any missile fired from outside the ward into the ward is P2 to hit. An alarm sounds if an enemy crosses the boundary. The warding lasts until the rods are removed. Anyone removing the rods other than the caster suffers the Disruption. A caster must pay 1 XP for every instance of warding s/he wants to be able to maintain – Difficulty Value of Ward, **Until Cancelled, Ritual.**
- Steady Battle Line: Targets one formation of troops up to 70 in number. Each target gets B1 Courage and B1 Stand Firm as long as long as s/he is adjacent to another two allies. – LOS, Difficulty D12 & Duration.
- Steal Last Breath: must be cast on a living creature no more than 2 sizes smaller than the caster which is Disabled. The target's spirit leaves its body and the caster c is healed of up to 2 Hurts, one Minor Wound, Drained, Weakened or Slowed – Touch, Difficulty D8 & Magical Resistance.
- Sting: gives the character a sting which injects Paralyzing Poison of the value of the magic – Self, Difficult As Selected (Poison Potency) at least D6 & Duration -1, **Bonus.**
- Stone Weapon: creates a hardened stone axe or mace from a stone of suitable size. Counts as being as hard as bronze for the caster or as a normal stone weapon for others – Touch, Difficulty D10 & Duration -1
- Stoneskin: provides +1 B2 armour any puts the caster at Gymnastics -2, Running -2, Water Life (Swimming) -3 – Self, Difficulty D10 & Duration, **Bonus.**
- Stonewall: Targets a phalanx of up to 100 hoplites. Each hoplite target gets B2 Courage, B2 Large Shield Parry and B2 Stand Firm as long as long as s/he is adjacent to another two hoplites in the same phalanx and doesn't move – LOS, Difficulty D12 & Duration.
- Stop Breath: this ability works on targets with an Air rune who follow a god of the moving air e.g. Orlanth. The value of the magic starts as D3 and goes up by 1 each turn. Each turn at the end of its turn the creature must resist the value with Health getting at least a draw or take a Hurt. Whilst the magic is active the target cannot use any Air rune magic – LOS, Magical Resistance, **Concentration.**
- Strengthen Sail: target sail will not tear as a result of wind – LOS, Difficulty D10 & Duration - 1
- Strike Ghost: if caster's weapon hits a ghost then the ghost must resist the damage with its magical resistance suffering 1 Power Drain on a Draw or Success or 2 on a Major Success – Self, Difficulty D12 & Duration.
- Strike Otherworld Entity: caster's attacks inflict full damage on anything which doesn't normally reside in this world no matter if it normally ignores such damage or reduces it. If the creature doesn't normally take physical damage (such as a ghost) it takes Power Drain from the attack as though it was damage – Self, Difficulty D10 & Duration, **Bonus.**
- Submerge: Removes all buoyancy from one object – a person, ship or creature. A ship will sink, a person will would need to swim vigorously to stay on the surface etc. – LOS, Magical Resistance & Duration.
- Summon Gustbran: creates a fire the size of a bonfire (Gustbran) which will burn whilst it has fuel. Whether it burns will depend on the resistance of what it is created on - LOS, Difficulty D14
- Summon Mahome: creates a fire the size of a campfire (Mahome) which will burn whilst it has fuel. Whether it burns will depend on the resistance of what it is created on - LOS, Difficulty D10
- Summon Oakfed: creates a fire the size of a wildfire (Oakfed) which will burn whilst it has fuel. Whether it burns will depend on the resistance of what it is created on - LOS, Difficulty D20

- Sun Shield: caster's shield glows like the sun. It illuminates the area to the user's front out to 20 squares as bright as day and up to 40 squares like twilight. Any target without a ☉ or ☾ rune attacking the caster from his/her front using vision, night vision or dark vision has P1 to attack rolls with weapons or unarmed— Self, Duration & Difficulty D10
- Sunbright: the caster emits a bright light illuminating an area equal to a large blast as bright as day. Any darkness creature, underworld creature or undead in the area has P1 to all its abilities – Self, Difficulty D12 & Duration
- Support Stonework: target stone structure is supported as though held up by scaffolding. It won't collapse even if its physical supports are removed. It can't be collapsed by shaking – LOS, Difficulty D8 for up to 10 cubes + 1 per 10 cubes thereafter & Duration - 1
- Supporter: the caster can use the abilities Augment Athletics (Strength, Stand Firm) and Augment Health (Endurance, Resist Damage) on any target within LOS – Self, Difficulty D12 & Duration.
- Suppress Gustbran: puts out a fire up to the size of a bonfire (Gustbran) - LOS, Difficulty D12
- Suppress Light: when cast makes a small blast area as dark as night. Any individual with a Fire/Sky or Light rune must resist the magic's value or take a Hurt if s/he crosses the boundary in either direction. Any Fire/Sky or Light magic which crosses the boundary must overcome the value of the magic or fail- LOS, Difficulty As Value & Duration.
- Suppress Oakfed: puts out a fire up to the size of a wildfire (Oakfed) - LOS, Difficulty D18
- Survive Environment: survive a normal environment such as cold or underwater – Touch, Difficulty D10 & Duration -1
- Survive on Goat Food: the caster can eat anything a goat could eat and survive on it as a goat would – Self, Difficulty D6 & Duration -1
- Sweat Acid: the target sweats acid of potency equal to difficulty -2. This doesn't effect it but does effect anything touching it including weapons, armour, clothes etc – LOS, Difficulty Magical Resistance (if unwilling) & Potency +2 & Duration, **Recharge**.
- Swim Up River: the caster can swim up river at the same speed as though swimming down river – Self, Difficulty D6 & Duration -1, **Bonus**
- Teach Magic: teaches the (willing) target a Common Magic ability that the caster knows. The target must have the right rune for the ability. Costs the target 1 XP. Once the magic has been taught it will takes 3 hours to prepare the focus – Touch, Difficulty D14. **Ritual**.
- Teeth: gives the character a carnivore bite – Self, Difficulty D6 & Duration-1, **Bonus**.
- Teleport: Teleporting by LOS – Self, Difficulty D16
- Terrify (Creature): enemies of the listed kind find the caster terrifying. If they attempt to move closer to the caster or attack the caster then they must make a Bravery tests vs D10. On a draw of failure they can't move closer or attack and on a major failure they must instead make at least a half move away and can't attack – Self, Difficulty D12 & Duration.
- The Road to Hagu: the third part of Valare Addi's path to illumination following the Way to Poveria and the Rites of the Dance. Successful accomplishment of the Road to Hagu (Entekosiad p101) leads to Illumination – Self, Difficulty D16, **Ritual**.
- Thick Carapace: provides +1 B1 armour with Gymnastics -2 and Running -2 – Self, Difficulty D10 & Duration, **Bonus**.
- Thick Fur: provides B1 Armour and protects the user against cold as thick winter clothing— Self, Difficulty D6, Duration, **Bonus**.
- Thick Hide: provides B2 armour – Self, Difficulty D8, Duration, **Bonus**.
- Throw Far: target javelin or rock has a range of LOS with no range penalties. Lapses after it has been used – Touch, Difficulty D10 & Duration, **Bonus**.
- Thunderstone: target slingshot becomes a thunderstone for the duration or until it is shot. When it hits it deals B2 damage and causes Stun on a success – Touch, Difficulty D10 & Duration. -Touch, Difficulty D14, **Ritual**
- Trade Magic: the caster also casts a rune magic ability as does the willing target. Instead of having their normal effect the caster of the Trade Magic immediately attempts this ability. If successful each uses 1 Rune Point and each can use the traded magic ability once at some time in the future as

though s/he was able to use it normally. The original owner of the ability can't regain the Rune Point until the traded ability has been used by the other – Touch, Difficulty D12. **Ritual.**

- Trample Barbarian: when the caster makes a move through action against a barbarian target then the barbarian must resist the caster's rune with Magical Resistance or be unable to make an Opportunity Attack or Evade to avoid it – Self, Duration, Difficulty D10.
- Transform: Shifting into the form of a the named thing – Self, Difficulty D10 & Duration.
- Translate: translates all words the user touches at the user's normal reading speed into his/her mind – Touch, Difficulty D12, **Concentration, Ritual.**
- Travel Home: is cast before the user sets off home. Guides the caster along the best route and whilst on the route the caster can Detect Enemies, Detect Ambush, Detect Traps constantly – Touch, Difficulty D8, **Ritual.**
- Travel Into the West: the user travels due west. S/he speeds across the surface of the ground dodging to the side or up into the air by a small amount and the minimum necessary to avoid being blocked by individuals or objects. Each use of the magic moves the user D100 miles (not more – not less) and will end up in front of something which couldn't be dodged by the small amount allowed by the magic. The user will then need to get into position to travel onwards – Self, Difficulty D14.
- Trickster: anything chosen by the user which is bizarre, ridiculous and not very useful – Varies.
- Truespeak: target is compelled to speak nothing but the truth and answer questions in a literal manner. It can however say nothing. Works for one question – Touch, Difficulty D10 & Magical Resistance, **Ritual.**
- Turn Blow: anyone who hits the caster with an attack which causes damage resist the rune with Magical Resistance or take the damage instead of the caster – Self, Difficulty D16, Last 2 turns.
- Tusks: gives the caster tusks – Self, Difficulty D6 & Duration-1, **Bonus.**
- Unbreakable Line: targets a phalanx of Yelmatio initiates or devotees all standing within 1 square of each other. Each member of the phalanx is immune to recoil and knockback as long as s/he is in good standing with the cult and has not broken any geases – LOS, Difficulty D14 & Duration.
- Uncover Secret: caster can use a magical action instead of Perception to find any object containing secret information or to get someone to reveal a secret as long as they are friendly to the caster such as a result of Persuasion (Seduction) or general carousing – Self, Difficulty D14 & Duration
- Venom Bite: caster's bite injects poison like blade venom with potency equal to difficulty -1 – Self, Difficulty Variable & Duration -1, **Bonus.**
- Vex: target/s must move as fast as possible to be in range to make melee attacks against the caster. Once in range they cannot move deliberately out of range to make melee attacks, Caster's rune is -1 per target after the first – LOS, Magical Resistance & Duration
- View From Heaven: Gain a view as though looking down from above the current location from anywhere up to the sky-dome. Can shift from normal to this view. – Self, Difficulty D10 & Duration, **Ritual.**
- View from Shadow: for the duration the caster can see as though his/her view point was up to 300 squares away. The view point must be in an area of shadow. The caster can mentally search to find a suitable view point in range. Hiding magics work against the function and the caster will need to resist the magic to see the concealed thing (or even know that something is concealed). Any sacred space such as a temple will have a big resistance to this magic – equal to the magical resistance of its best priest. At any given time the caster must be looking from the view point or from his/her own location and switching perception takes 1 action. 300 Squares, Difficulty D16 & Duration.
- Vision of the Eyes: for the duration the caster can see as though his/her view point was somewhere else in Pavis. The caster can mentally search to find a suitable view point in range. Hiding magics work against the function and the caster will need to resist the magic to see the concealed thing (or even know that something is concealed). Any sacred space such as a temple will have a big resistance to this magic – equal to the magical resistance of its best priest. At any given time the caster must be looking from the view point or from his/her own location and switching perception takes 1 action. Anywhere in Pavis, Difficulty D16 & Duration.

- Vomit Acid: an area of four squares starting with 1 square next to the caster and spreading out to 3 squares 2 squares from the caster. Anything in the area which fails to Evade will be attacked by acid equal to the result. Requires a magic save on 1 or 2 – 4 squares next to caster, Difficulty -, **Recharge**.
- Walk on (Environment): the caster can walk and run on the environment as though it was flat, level ground- Self, Difficulty D6 & Duration-1, **Bonus**.
- Walk on Moonbeams: the caster can walk directly toward or away from the moon as though walking on flat level ground rising into the air as necessary – Self, Difficulty D12 & Duration, **Bonus**.
- Walk on Water: the caster can walk on the surface of water or swamp ground as though it is solid ground. What kind of terrain it counts as will depend on how rough the water is but the user is lifted by waves for example without overbalancing. S/he is still wet by spray for example – Self, Difficulty D8 & Duration-1, **Bonus**.
- Warding: protects a rectangle surrounding up to 36 squares (+1 difficulty per extra 36 squares) with 4 rods set up at the corners. A warding is 2 squares high. The basic difficulty (which is then modified by area) is the same as the value chosen for the ward. Any hostile magic which would be resisted by magical resistance cast from the outside to a target inside the ward into the ward is resisted by the value of the ward in addition to normal resistance. Any ghost or other insubstantial entity must resist the ward with its power and get a success to be able to cross the boundary. If it tries and fails it suffers a points of Power Drain cannot try again for 5 turns. Any embodied creature hostile to the caster crossing the boundary receives a Disrupt Enchantment with the value of the ward and if stunned fails to cross. An alarm sounds if an enemy crosses the boundary. The warding lasts until the rods are removed. Anyone removing the rods other than the caster suffers the Disruption. A caster must pay 1 XP for every instance of warding s/he wants to be able to maintain – Difficulty Value of Ward, **Until Cancelled, Ritual**.
- Warm: keeps an individual warm as though wrapped in a thick blanket – Touch, Difficulty D6 & Duration-1
- Wash Enemy Down River: roll the value of the magic against once effecting each target selected. Each target must be in a river or within three times the result f its banks. The target/s must resist the result of the magic with Athletics (Stand Firm). If the magic gets at least a success the target is washed into the middle of the river and carried five times the result in squares down it. Any small boat would resist with D6, a large boat with D8 or a ship with D12. Any boat or ship doubled by the magic would also capsize. After this they will just be in the river's normal flow – LOS, Difficulty rqual to chosen valu e +1 per target after the first, **Recharge**.
- Waste Loins: target's genitals wither, seal up and become totally useless for as long as the magic persists – LOS, Magic Resistance, **Until Cancelled**.
- Waterspout: creates a waterspout 1 square in diameter and 3 squares high with a value equal to the difficulty of the magic. Each +2 difficulty also adds 1 to the diameter and 2 to the height. Anything in the waterspout must resist with Water Life of the appropriate type for how they are moving e.g. Swimming, Boat Handling or be thrown to the top of the waterspout if it is big enough for the size of the thing (e.g. if a ship is 10 squares long then it requires a 10 square diameter waterspout to lift it). It will then move to the edge of the spout and dropped back into the water next turn. Ships partially in a waterspout will often be flipped. This process often wrecks or capsizes boats and ships. Each turn the waterspout moved D6 squares in a random direction– LOS, Difficulty D6 (can be increased) & Duration.
- Way to Poveria: the first part of Valare Addi's path to illumination. Begins the Wendarian Dance Journey. See Entekosiad p100. Allows the next step – Rites of the Dance – Self, Difficulty D12, **Ritual**.
- Web: user can attack with web using Unarmed at range 1-6 as for a missile attack. Whatever is hit – individual or shield is entangled in web of strength equal to the caster's rune. Breaking the web requires an Athletics (Strength) success against the value of the web by the victim or someone else. A major failure results in the individual trying to break the web being stuck too. It can also be cut with a cutting weapon in the same way resisting damage in the same way. It is vulnerable to fire having -2 resistance to it. An entangled weapon or shield can't be used to parry or attack and the user can't

move or dodge without dropping it. An entangled individual can't act except to try to break the web.- Self, Difficulty D8 & Duration

- Weigh Gold: caster knows the exact weight of the gold s/he chooses. This can be a block of gold, gold nugget, a set coins or a gold object. It tells the caster about the purity by giving him/her the weight of pure gold only and hence also its value in wheels – LOS, Difficulty D8
- Whirlpool: creates a whirlpool 1 square in diameter and 3 squares deep with a value equal to the difficulty of the magic. Each +2 difficulty also adds 1 to the diameter and 2 to the depth. Anything in the whirlpool must resist with Water Life of the appropriate type for how they are moving e.g. Swimming, Boat Handling or be sucked down the whirlpool if it is big enough for the size of the thing. (e.g. if a ship is 10 squares long then it requires a 10 square diameter whirlpool to sink it). It is necessary to double the whirlpool to move away from it at 3 movement points per square. Anything within a distance of the whirlpool equal to its diameter must resist its value getting a success or be unable to move away. If doubled it moves 2 closer to the whirlpool – LOS, Difficulty D6 (can be increased) & Duration.
- Wielder of Age: the target's physical age becomes older or younger. S/he retains all knowledge and skills (though may not have the physical ability to perform them). The target can't be made younger than a new-born or older than the maximum possible age for their species – LOS, Difficulty D12 or Magical Resistance if this is higher + 1 per 5 years of change & Duration-1.
- Wings: the caster has wings (or something like it – could be a feathered cloak etc.) and can fly at the speed of Running ability +6 in no more than light armour and equipment or at +1 in medium– Self, Difficulty D8 & Duration, **Bonus**.
- Winning Smile: caster smiles sweetly and gains B1 on any Persuasion task against anything which can appreciate a smile – Self, Difficulty D6 & Duration.
- Wood Weapon: Wood Weapon: creates a hardened wooden spear, sword or bow from a piece of wood of suitable size. Counts as being as hard as stone or flint for the caster or as a normal wooden weapon for others – Touch, Difficulty D8, Duration -1
- Write Sacred Script: caster can write one of Lhankhor Mhy's sacred scripts – Self, Difficulty D8 for Cat or Dog Scratchings, D12 for Elasa Secrets, Duration.

Stop Object: stops the target completely. A creature can't move, a vehicle can't be moved, a fire stays fixed in place unmoving, water or air becomes still and unmoving (beyond just a normal lack of wind, waves or current actually stationary are hard to move). Always uses the stasis rune but combines it with an element rune which shows what is made stationary. Objects of stone or metal are Earth. Objects of animal materials and Animal are Animal and plants and plant products are Plant. Any attempt to move the object or area of substance is resisted by the value of the magic. If air is stopped doing anything in it requires a successful Health test because it is hard to breathe. If water is stopped an Athletics (Strength) test is required to move in it. Stopped fire doesn't burn. If an object is stopped it requires Athletics (Strength) or equivalent to make it move – LOS, Difficulty depends on total volume of a bulk substance that the user is influencing at once (even with multiple casts of the magic if they are operating at once) or a single object or individual which would fit in that volume at: D6 for 1 cube, D8 for 2 cubes, D10 for 4 cubes, D12 for 8 cubes, D14 for 16 cubes, D16 for 32 cubes and so on or Magical Resistance & Duration, **Concentration**.

Summon (Creature): this function comes in two parts.

Bind (Creature): The caster binds a creature to his/her service. If it is from the otherworld it just appears at the end of the ritual. If it is from the mundane world it starts to come to the caster at the end of the ritual but may take some time to arrive. The referee can rule that the ritual for a mundane world creature fails because there are no examples nearby. The function does not break a binding or controlling connection that someone already has with a creature – it must be uncontrolled. When the creature appears the caster must spend 1 XP to complete the binding ritual. The caster can then choose to send the creature away. In this case an otherworld creature returns to the otherworld or a mundane world creature goes off about its normal activities. If the creature is a mundane world creature the caster can have it follow him/her about closely though the summon part of the function would still be needed to

issue commands to it. In this case the Summon part of the function can be used on the creature to bring it back in future. A mundane creature will remain fairly near the caster when it can usually within a mile or so. Even when not controlled with the Summon part of the function the creature will follow the caster and not attack him/her. Alternatively, the caster can bind the creature to his/her current location. It will remain there protecting an area up to the size of a large room against enemies of the caster. How good it is at identifying enemies depends on how intelligent it is as the precision of the caster's instructions. Once it is bound to a location the caster cannot use the Summon part of the function on it whilst it is bound to the location. If an otherworld creature is Dismissed or Disabled it disappears and cannot be Summoned again for one whole day after it left. It does not break the link to the caster so no XP or ritual will be required to Bind it again. When it reappears, or comes back it will be fully healed. A mundane world creature that is Disabled or wounded is affected like any other mundane world creature and will need to heal or be healed. Also being bound doesn't stop a mundane creature needing to eat and drink (if it would normally do so). If a bound mundane world creature is killed it is lost and another XP would be required to bind another. – Self, Difficulty Creatures XD (minimum may be listed) + 2 + modifier listed for type, **Ritual.**

Summon (Creature): a bound creature comes to and is commanded by the user using mind speech. An otherworld creature will appear immediately. A mundane world creature that is following the caster will be controlled immediately. Other mundane world creatures will take D20 turns to appear. If the summoning magic is Dispelled or lapses as a result of Duration then an otherworld creature will return to the otherworld or the link commanding a mundane world creature will be broken. When the link to a mundane world creature is broken it can no longer obey orders and will start acting according to its nature (though still not attacking the binder). In either case the Summon can be used again immediately but the summoned creature will remain in the same state (e.g., it retains any damage or statuses it had). If a summoned otherworld creature is Dismissed or Disabled it cannot be summoned again for 1 day but will then reappear fully healed. The user can voluntarily Dismiss an otherworld creature in order to allow it to heal (it won't heal naturally otherwise and only specialised Heal functions work on otherworld creatures). A summoned creature can be bound to guard a particular location (as in binding above) – LOS, Difficulty Creatures XD (minimum may be listed) + modifier listed for type + 2 per extra creature summoned at the same time & Duration (maybe modified by type).

- Summon Animal (Kind) – A mundane world creature - XD +1, Duration-2.
- Summon Animated Tree: Requires a normal tree which is first turned into an animated tree. The tree does not follow the caster around but instead remains in place until activated. Any animated tree can be activated using a summon, not just those created by the caster – XD & Duration. Min XD8.
- Summon Certamus: a sky world warrior - XD+2. Min XD12.
- Summon Chaos Monster: this refers to a bizarre warped and random otherworld chaos monster - XD+1. Min XD8.
- Summon Choncon: XD +1. Min XD8.
- Summon Elemental (Kind): requires a small amount of the element to be present e.g. a flask of water, a flaming torch etc - XD+2. Min XD8.
- Summon Ghost (Kind): summons a particular kind of ghost - XD+1. If a ghost possesses a target it will remain occupying the victim even if the Summon function lapses. Min XD6.
- Summon Hag: a darkness monster - XD+1. Min XD8.
- Summon Hell Demon: a monster of the underworld – XD+1. Min XD10.
- Summon Daimon (Kind): a minor deity XD+1. Min XD10.
- Summon Krashtkid: an underground creature of chaos -XD+1. Min XD10.
- Summon Lamia: a kind of darkness monster - XD+1. Min XD10.
- Summon Lune: a lunar elemental. Requires a bit of moon rock or the light of the red moon – XD+2.
- Summon Naiad: a kind of water daimon - XD+1. Min XD10.
- Summon Sea Monster: a large fierce sea creature - XD +1. Min XD10.
- Summon Skeleton: an animated skeleton. Doesn't animate the skeleton so it must already be animated – Duration -2. Min XD6.
- Summon Wraith: a kind of ghost - XD+1. Min XD10.

- **Summon Zombie:** an animated corpse. Doesn't animate the zombie so it must already be animated – Duration -2. Min XD6.

Supernatural Action: allows the user to use the rune instead a normal skill in a supernatural manner. Doesn't require a magic action and is activated as the thing is attempted. Instead of being resisted by the mundane world it is resisted by the magical strength of the thing it effects. It doesn't change which side is active so if used defensively it is still the user who is resisting. The target opposing the supernatural action should use whichever rune is most closely associated with the action it is taking. It uses it at full value if that rune is magically supporting the action in some way or the rune -1 otherwise. Supernatural Actions don't require a Magic Save on a major failure. For results when using a supernatural action:

- **Major Success** for active side: good success. Does what the active side wished. If there is a result (such as damage) add the value of the active side to the result (i.e. the rune or rune -1).
- **Success or Draw** for the active side: success – does what was wanted.
- **Failure or Major Failure:** doesn't do what was wanted, miss.

Examples:

- **Turn Arrow** (Supernatural Action to stop user or mount being hit with an arrow): when attacked with an arrow the attacker must use the value of a rune instead of his/her normal skill. If that rune is supporting the skill in some way (e.g. Boost, Augment) it is at full value otherwise -1. The caster resists with his her rune instead of resisting normally.

Tap: On a success the target is Power Drained and the caster heals 1 Power Drain or if the caster has no Power Drain then gains 1 Power Point. On a major success the target suffers 1 point of Soul Blast and the caster heals 2 points of Power Drain or gains 2 Power Points. A Power Point can be spent to counter 1 point of Power Drain and a character can have a maximum of ½ a Power Point per max result of his/her moon or law rune rounded up – Touch, Magical Resistance, **Recharge**.

Targeted Magic: these magic abilities have a specific target but not a specific function. This kind of magic can do multiple things to a particular kind of target or resisting something that that type of target does. Each use of the magic produces one of the available effects. Targets will usually be a particular kind of creature or a worshipper of a particular kind of cult.

- **Fight** – allows the following abilities: Augment (Weapon Skill), Boost (Weapon), Enchantment (Disrupt, Drain), Hinder (Skill, Armour or Damage)
- **Resist** – allows the following abilities: Augment (Parry), Augment (Gymnastics (Dodge), Augment (Health (Resist Damage), Boost (Armour), Resist Magic, Protection Against Elements

Wall: targets a line in LOS. Use the full value if targeting a line of 8 squares long and 2 high and 6 cm thick unless the type says otherwise, or -1 per extra 4 squares long or 1 high. Also -1 per additional area created or maintained at the same time. On any success creates a barrier of the listed kind with a Value of the rune creating it modified by area. Opposite walls oppose one another – where they overlap roll to the runes that created them in opposition (modified by area) and whichever gets a success works. On a draw neither works. A caster must pay 1 XP to have an instance of a wall which lasts until cancelled instead of having a duration and can have any number of such instances – LOS, Difficulty Varies & Duration (+2 per extra instance with a Duration the user has going at once) or **Until Cancelled** per 1 XP paid.

- **Air (Lightning)** – blocks LOS through it. Anything passing through it takes damage as for a Physical Agent equal to its value. Also causes a Stun on Success. Difficulty D14
- **Air (Wind)** – no missile or thrown attack is possible through it. Anyone entering it must resist its value with Athletics (Stand Firm) and on any Success the target moves back 1 square and falls down. Difficulty D10.
- **Dark** – blocks LOS even to creatures that can see in the dark. Light doesn't pass through it. Once created the caster can use an action to move it 2 squares. Difficulty D6.

- Darkness (Cold) – Anything passing through it takes damage as for a Physical Agent equal to its value (modified by size). Clothing provides D4 protection, warm clothing provides an extra D6 protection and winter furs provides D8 protection. Major result also Slows target. Difficulty D12.
- Earth – creates a smooth, solid barrier of earth and stone 1 square thick. Blocks LOS like a mundane wall. Can be climbed with a difficulty of D10. When breaking through it resists damage with its Value (modified by Area) +2. Duration mod is -1 or for -4 the effect can be made permanent. Difficulty D12.
- Fire – blocks LOS through it. Anything passing through it takes damage as for a Physical Agent equal to its value (modified by size) Damage B2. Difficulty D14.
- Ice – creates a smooth, solid barrier of ice 1 square thick. Blocks LOS like a mundane wall. Can be climbed with a difficulty of D14. When breaking through it resists damage with its Value (modified by Area). Difficulty D10.
- Light – the caster choses one side which blocks LOS and one side that doesn't (the glare goes this way). Illuminates 3 squares on the non-glare side and 10 squares on the glare side. Once created the caster can use an action to move it 2 squares. Difficulty D10.
- Thorns – creates a thick hedge of thorns 1 square thick. Blocks LOS like a mundane wall. Can be climbed with a difficulty of D10 causing D6 Piercing damage per turn climbing it. When breaking through it resists damage with its Value (modified by Area) against fire or its Value +2 against cutting - other attacks don't damage it. Can be pushed through by using Athletics (Strength) against its Value. Whether this is successful or unsuccessful it causes its value in piercing damage. Duration mod is -1 or for -4 the effect can be made permanent (as long as the thorn plants can grow). Difficulty D12.
- Water – no missile or thrown attack is possible through it. Anyone entering it must resist its value (modified by size) with Athletics (Stand Firm) and on any Success the target moves back 1 square and falls down. Difficulty D12.

Source of Magic

Runes

Magic is always associated with a particular rune. The rune table list the magical functions associated with each rune. In addition cults have functions associated with them though still tied to a rune. Some magical sources can only use certain functions and have a maximum value. Some magical functions require two runes and the character will use the lower of these when casting the magic.

Common Magic

Anyone can use common magic. Each common magic is associated with one of the character's runes. A character can have a number of common magic abilities in mind at once equal to the maximum result of his/her Experience Dice up to a maximum of 20. For example a character with a D8 experience Dice could have 8. These may be divided between his/her runes as wished. A character can have any number of other common magical abilities available and it takes an hour to swap from one to another in mind. The magic save of Common Magic is 5+ and a failure causes Power Drain. Any character can have common magic. Each common magic must have a focus which will show its main rune and a number of minor runes associated with it. This can be an item such as a wand, bracelet, ring, piece of armour, amulet or it can be a tattoo. Common Magic is learned from other people who know the magic using the Special Effect (Teach Magic) function. It also costs 1 XP to learn a new Common Magic and some kind of exchange in cash or kind to the teacher – around 20L or half that to a fellow cultist or other person with a good relationship to the learner.

Charms

Anyone who is not a devotee of a Rune Cult can have charms. A charm is a ritual object holding a spirit which performs the magical function. It is created by a Shaman using a spirit with the Create Charm function. In exchange the shaman will expect around 20L worth in exchange or half that for someone the shaman has a close relationship with such as a fellow spirit society member and the character will end up spending around a day with the shaman. Recreating a lost charm would require around 5L and about 2 hours. Each has a taboo associated with it which must be followed to keep the spirit happy so for example an Ignite Charm might hate water. If the taboo is broken the charm will be lost. Each charm is tied to a particular rune. A charm has its own

rune and its own value which is always D6 or D8. A shaman or spirit society member can create charms belonging to a spirit society or spirit tradition s/he is a member of. The magic save of a charm is 4+ and a failure means the charm must be re-created. A character who is a member of a Spirit Society can re-create his/her own charms but not those to be used by others. A character can have up to six charms. A Charm with a **Duration** or **Until Cancelled cannot be used again whilst it is active on a target** as the spirit is busy doing the action of its magic. However Charms **ignore** the **Concentration** modifier because the spirit is doing the concentrating.

Spirits

Anyone who is a member of a spirit society or is a shaman can have spirits. A spirit is contained in a ritual object holding a spirit which performs the magical function. It is created by a member of a spirit society or a shaman using the Bind Spirit ritual and can only be used by the binder. They have a taboo associated with it which must be followed to keep the spirit happy so for example an Ignite Spirit might hate water. If the taboo is broken the spirit will be lost. Each spirit is tied to a particular rune which comes from the spirit society of the character who bound it. A spirit has its own value which is chosen when it is bound. A character will not usually have spirits with a greater value than his/her own Spirit rune but this is possible. The magic save of a spirit is 4+ and a failure means the spirit must be re-bound. Binding (but not re-binding) a spirit costs 1 XP. A character can't have more spirits than the maximum result of his/her spirit rune. A Spirit with a **Duration** or **Until Cancelled cannot be used again whilst it is active on a target** as the spirit is busy doing the action of its magic. However Spirits **ignore** the **Concentration** modifier because the spirit is doing the concentrating.

Create Charm and Bind Spirit

These abilities are gained automatically by members of Spirit Societies. They always use the Spirit Rune or Dying Moon Rune. These abilities have a magic save of 5+ and a failure causes offence to the spirits and means the ability can't be used again until a 3 day purification ritual costing 20L has been completed.

Rune Magic

A character who is an Initiate or Devotee of a Rune Cult, Ancient Moon Goddess or Lunar New God can perform Rune Magic. A character must have at least 1 Rune Point to use Rune Magic. A rune point allows any rune magic functions to be used. Each point costs 3 XP. Characters can use any rune magic function of their cult. A character with Rune Points starts 2D6 functions which matches any of their cults. Each rune point gained also allows the character to choose one new rune magic function from all those available to them. The rune abilities s/he has chosen can be used at the normal value of the runes but other cult rune magic can be improvised treating the runes as -3.

The Magic save for rune magic is 6+ or 5+ for a devotee and on a failure the character loses 1 Rune Point. After using a function (and paying any compulsory lost Rune Point) a character can spend a Rune Point try to attempt the function again replacing the initial result but must accept the second result.

An initiate can regain his/her rune points by spending a day of worship and 20L on sacrifices with the supervision of a priest or devotee in a shrine or temple of his/her cult or by taking part in a seasonal holy day ceremony in a shrine or temple. A devotee regains his/her Rune Points by spending a day in worship at a shrine or temple of his/her cult or by taking part in a weekly or seasonal holy day ceremony.

Spells

Spells are held in grimoires. A character who is a sorcerer starts with some spells in their grimoire copied from grimoires to which they have access. Lunar sorcerers have access to every function of a moon phase plus any function listed as a Glamour of a cult of which they are a member. Other sorcery schools have particular grimoires listed. An independent sorcerer starts with his/her own grimoire but then must discover further spells in play. If a character gains access to a grimoire through a cult then the copy of the grimoire will belong to the cult and be kept by it. However a character will make a copy themselves in their own grimoire. Each grimoire can contain spells associated with its rune or its rune combined with another and any extra functions associated with the cult it comes from (if any) plus the Tap function. Adding an extra spell to a character's existing grimoire costs 1 XP. Creating a new grimoire (with a different rune) costs 4 XP and this can then have spells added to it.

Spells have a magic save of 5+ and failure causes Power Drain. After using a spell (and suffering any compulsory Power Drain) a character can voluntarily take a point of Power Drain to roll again to for a spell outcome replacing the original outcome but must accept the second result.

Spells have B1 to their result or B2 if the character possesses the rune (or both runes if it uses two) of the spell.

A character can have a number of spells in mind at once equal to the maximum result of his/her Law Rune or Lunar Phase up to a maximum of 20. A character can have any number of spells available in grimoires and it takes an hour to swap from one to another in mind.

Glamours

Glamours can be created by a character with a moon phase rune who is an Initiate or Devotee of a Lunar New God or an Ancient Moon Goddess approached in the Modern Lunar Way. A character must have at least 1 Glamour Point to use Glamours. This allows the individual to use any of the allowed glamour functions listed for the cult or of the moon phase by buying Glamour Points at 3 XP each. On initiation a character with Glamour Points will have chosen 2D6 Glamours plus 1 per Glamour Point belonging to the cults s/he has joined to use a full value. S/he can also use all augments can be used at full value. Other glamours specific to the one of the Cults that the character is initiated to can be used treating the rune as -2. Other glamours of the moon phase not specific to the cult can be used at -3.

The Magic save for glamours is 6+ or 5+ for a devotee and on a failure the character loses 1 Glamour Point. After using a function (and paying any compulsory lost Glamour Point) a character can spend a Glamour Point can attempt to roll again to replace the outcome of a glamour but must accept the second result. An initiate can regain his/her Glamour Points by spending a day of prayer and meditation at a shrine or temple with the supervision of a priest or devotee or by taking part in a weekly or seasonal holy day ceremony. A devotee regains his/her Glamour by spending a day of prayer and meditation at a shrine or temple or by taking part in a weekly or seasonal holy day ceremony. A devotee's Glamours are B1.

Chaos Magic

Chaos Magic can be used by any character with a Chaos Rune or a character with a Moon Phase Rune who is an Initiate or Devotee of a Lunar New God or an Ancient Moon Goddess approached in the Modern Lunar Way. It can be used to perform any function of the Chaos Rune or any function of another rune the character possesses including any rune embodied by a moon phase the character has. Chaos Magic has B2 to its result but has Magic Save +1. It has a Magic Save of 6+ or 4+ for an Illuminate. On a failed save:

- A non-illuminate who was using a moon phase swaps the moon phase for a Chaos Rune and gains a chaos feature.
- A character using a chaos rune saves again or gets a chaos feature. S/he cannot use chaos magic again until after the next midnight.
- An illuminate using a moon phase must succeed in a task of difficulty D14 using Knowledge (Philosophy) trying once per day of prayer and meditation. If s/he tries to use chaos magic again before completing this process they will count as a non-illuminate and hence risk getting a chaos rune and a chaos feature.

Chaos Magic is not subject to the Lunar Cycle.

Lunar Cycle

All Lunar Magic (magic gained through an Ancient Moon Goddess approached in the Modern Lunar Way or of a Lunar New God) is subject to the Lunar Cycle whether it is Rune Magic, Glamours, Spells, Charms or Spirits:

- Using Lunar magic on the full moon or in the glowline or glowspot: B1
- Using Lunar magic on the crescent moons: P1
- Using Lunar magic on the dead or dying moons: P2

Sources of Magic Summary				
Source	Max Available	Save	Consequences of Failed Save	Special
Common Magic	Max of XD up to 20	5+	Power Drain	Max D20
Charms	6	4+	Recreated	D6 or D8. Taboo. Can't be used again when active. Ignores Concentration.
Spirits	Max of Spirit	4+	Re-bound.	Taboo. Can't be used again when active. Ignores Concentration.
Rune Magic	Unlimited	6+/5+ for Devotee	Lose 1 RP. Initiate day of worship at shrine or temple and 20L to regain or seasonal Holy Day. Devotee day of worship or weekly or seasonal Holy Day.	Can spend an RP to re-attempt.
Spells	Max of Law or Phase	5+	Power Drain.	Can take a Power Drain to re-roll attempt. B1 or B2 if possess rune.
Glamour	Unlimited	6+/5+ Devotee	Lose 1 GP. Initiate day of prayer and meditation with supervision to regain or a weekly or seasonal Holy Day. Devotee day of prayer and meditation or weekly or seasonal Holy Day.	Devotee's Glammers are B1. Lunar Cycle. Can spend a GP to re-attempt.
Chaos Magic	All Available	6+/4+ Illuminate	Non-illuminate using Moon Phase swaps it for Chaos + Chaos Feature. Using Chaos rune save again or Chaos Feature also no more magic until midnight. Illuminate using Moon Phase Knowledge (Philosophy) D14 once per day of prayer and mediation. Until succeed count as non-illuminate for using chaos magic.	B2. Save +1.

Common Magic, Charms, Glammers and Spells for Runes

This is a guide to the magic associated with each rune for these kinds of magical sources. Characters can choose from any of the functions in the Common Magic column if they have the right runes. Charms and Spirits are usually gained from those available to a Spirit Tradition or Society listed later. However the kind of functions available as Spirits and Charms are listed as a guide to other Spirit Societies not described in detail and also for the minor independent spirits that characters can contact. For spells magic shown in any of the columns can be included in a grimoire of that rune. Independent sorcerers start with grimoires like this and all sorcerers with a law rune can discover them. Lunar sorcerers have access to all the functions listed for the moon phase runes. Members of Sorcery Schools and Lunar magicians also have access to special grimoires of their cult. If a second rune is shown, then both runes are required in combination when the function is used as a spell. Such spells are only listed with their main rune (which would be the rune of their grimoire). Any function not listed as a standard type is a Special Effect.

Rune	Name	Common Magic, Charms, Spells and Glamours	Spirits, Spells and Glamours	Spells and Glamours
᠖	Air	Augment Leadership and Oratory (Commanding Speech) Augment Sword Boost Arts (Oral Poetry) Boost Sword Chill Detect Bronze Enchantment Disrupt Extinguish Fanaticism Hinder Flail Hinder Trident	Change Environment Cold Dispel (Air, Water, Law and Stasis) Protection Against Air Protection Against Water Survive Environment Cold	Air Wall Change Environment Fog 𐄢 Change Environment Rain 𐄢 Change Environment Stillness 𐄢 Change Environment Wind 𐄢 Command Air Elemental Deflect Missile Dismiss Air, Water or Cloud Elemental Elemental Weapon Lightning † Elemental Weapon Thunder Elemental Weapon Wind 𐄢 Flight 𐄢 Lightning Wall † Physical Agent Ice 𐄢 Physical Agent Lightning † Physical Agent Thunder Physical Agent Wind 𐄢 Summon Air Elemental
᠑	Animal	As animal sub-type		
᠓	Anti-Chaos	Augment Bravery (Face Chaos) Augment Persuasion (Intimidation) Detect Chaos Enchantment Disrupt Fanaticism Fight Chaos Resist Chaos	Dismiss Chaos Dispel Chaos Extra Attack Summon Hate Chaos Ghost	Curse Chaos Dismiss Chaos Creature
᠒	Bat	Augment Gymnastics (Dodge) Augment Ride Bat Echolocation Teeth	Bless Bat Command Bats Heal Hurt on Bat Heal Minor Wound on Bat Heal Poison on Bat Wings Summon Bats Transform Into Bat	Dismiss Bat
᠙	Bear	Augment Athletics (Damage, Strength, Climbing, Stand Firm) Augment Health (Resist Damage) Augment Running Augment Survival Claws Olfaction Teeth Thick Fur	Bless Bear Command Bear Heal Hurt on Bear Heal Minor Wound on Bear Heal Poison on Bear Hibernate Summon Bear Transform Into Bear Survive Cold	Dismiss Bear

Rune	Name	Common Magic, Charms, Spells and Glamours	Spirits, Spells and Glamours	Spells and Glamours
	Bee	Augment Bravery (Follow Leader) Augment Ride Bee Carapace Sting	Bless Bees Call Bees Command Bees Heal Hurt on Bee Heal Minor Wound on Bee Heal Poison on Bee Summon Bees Transform Into Bee Wings	Dismiss Bee
	Beetle	Augment Athletics (Strength, Climbing, Stand Firm) Augment Ride Beetle Thick Carapace	Bless Beetle Call Beetles Command Beetle Heal Hurt on Beetle Heal Minor Wound on Beetle Heal Poison on Beetle Summon Beetle Transform Into Beetle Wings	Dismiss Beetle
	Bird	Augment Gymnastics (Dodge) Augment Perception Augment Ride Bird Farsee	Bless Bird Command Bird Heal Hurt on Bird Heal Minor Wound on Bird Heal Poison on Bird Wings Summon Bird Transform Into Bird	Dismiss Bird
	Blue Moon	Augment Gymnastics (Dodge) Augment Perception (Sense Motives) Augment Stealth Enchantment Befuddle Detect Detection Hinder Axe Damage Hinder Sword Damage Night Vision Silence Teach Magic	Deflect Missile Detection Blank Dispel Ghost Shield Hide Individual Hide Object Spy Rock	Clairvoyance Clairvoyance Block Command Blue Moon Elemental Dispel Blue Moon Elemental Invisibility Mindspeech Mind Link Resist Magic Summon Blue Moon Elemental
	Bull	Augment Athletics (Strength, Damage, Stand Firm) Augment Bravery Augment Health (Resist Damage) Charge Hide Horns	Bless Bull Command Bull Heal Hurt on Bull Heal Minor Wound on Bull Heal Poison on Bull Summon Bull Transform into Bull	Dismiss Bull
	Cat	Augment Athletics (Climbing) Augment Gymnastics Augment Stealth Augment Survival (Tracking) Augment Persuasion (Seduction) Claws	Bless Cat Command Cat Cure Hate Cat Ghost Possession Heal Hurt on Cat Heal Minor Wound on Cat Heal Poison on Cat Summon Cat Summon Hate Dog Ghost	Dismiss Cat

Rune	Name	Common Magic, Charms, Spells and Glamours	Spirits, Spells and Glamours	Spells and Glamours
		Night Vision	Transform into Cat	
𐌹𐌺	Cattle	Augment Athletics (Strength, Stand Firm) Augment Health (Resist Damage) Augment Survival (Gathering)	Call Cattle Bless Cattle Command Cattle Heal Hurt on Cattle Heal Minor Wound on Cattle Heal Poison on Cattle	Dismiss Cattle
𐌺	Chaos	Augment Athletics (Damage) Augment Health Boost Weapon Enchantment Disrupt Fanaticism Hinder Armour Hinder Weapon Multimissile	Cure Hate Chaos Ghost Possession Dispel Enchantment Fear Heal Hurt Hinder Health Hinder Running Poison Shatter Summon Hate (Kind) Ghost	Absorption Blessing of Chaos Command Chaos Monster Curse Crops Dismiss Chaos Monster Summon Chaos Monster
☾	Crescent Come Moon	Augment Bow (Attack) Augment Leadership and Oratory (Commanding Speech) Augment Perception (Spot Ambush, Spot Trap) Augment Survival (Tracking) Augment Sword Enchantment Binding Boost Bow Boost Sword Chill Detect Bronze Enchantment Disrupt Extinguish Farsee Mobility Multimissile Teach Magic	Change Environment Cold Dispel (Air, Water, Law, Moon and Stasis) Protection Against Air Protection Against Water Survive Environment Cold	Command Lune Create Matrix Dismiss Air Elemental, Cloud Elemental or Lune Enchant Silver Extra Attack Mind Link Reflect Missile Summon Lune
☾	Crescent Go Moon	Augment Arts (Dancing) Augment Axe Augment Gymnastics (Balancing, Tumbling) Augment Healing Augment Health Augment Persuasion (Seduction) Augment Streetwise (Crooked Trade, Find Contact) Augment Survival Detect Bronze Detect Copper Detect Gems Detect Gold Detect Lead Detect Life Detect Quicksilver	Augment Armour Command Fertility Ghost Cure Death Ghost Possession Cure Fertility Ghost Possession Dispel (Earth, Air, Mastery, Hunger, Fertility, Death, Disorder and Moon) Enchantment Drain Heal Courage Heal Hurt Heal Mind Heal Poison Heal Strength Physical Agent Stones Fly Protection Against Air Summon Fertility Ghost	Absorption Bless Birth Bless Crops Command Lune Create Matrix Cure Chaos Ghost Possession Cure Disease Ghost (kind not Plague) Possession Cure Madness Ghost Possession Cure Passion Ghost Possession Curse Crops Dismiss Air Elemental, Earth Elemental or Lune Enchant Copper Enchant Silver Extra Personal Action Heal Minor Wound

Rune	Name	Common Magic, Charms, Spells and Glamours	Spirits, Spells and Glamours	Spells and Glamours
		Detect Silver Hinder Gymnastics Hinder Running Hinder Sword Enchantment Peace Teach Magic		Mind Link Summon Lune
●	Darkness	Augment Mace (Attack) Augment Persuasion (Intimidation) Augment Stealth Boost Mace Chill Cool Dark Wall Detect Enemies Detect Iron Detect Lead Detect Detection Hinder Axe Hinder Perception Night Vision Silence Survive Cold	Command Darkness Ghost Cure Darkness Ghost Possession Change Environment Cold Change Environment Darkness Change Environment Night Detection Blank Dispel (Darkness, Earth, Trade and Truth) Enchantment Fear Hinder Bravery Physical Agent Cold Protection Against Earth Summon Darkness Ghost	Cold Wall Command Darkness Elemental Dismiss Darkness or Earth Elemental Elemental Weapon Cold Enchant Lead Hide Individual Hide Object Ice Wall ✂ Invisibility (light level Night) Summon Darkness Elemental
†	Death	Augment Persuasion (Intimidation) Augment (Weapon) Damage Boost (Weapon) Detect Ghost Detect Life Detect Undead Enchantment Disrupt Ghost Shield Hinder Armour Hinder Health	Command Death Ghost Cure Fertility Ghost Possession Curse Births Curse Crops Dismiss Animated Tree, Ghost or Undead Dispel (Fertility, Earth, Spirit and Harmony) Enchantment Fear Hinder Bravery Speed Weapon Summon Death Ghost	Enchant Iron Extra Attack Sever Spirit 𐄂𐄃𐄄𐄅𐄆𐄇𐄈 or ✂
𐄂	Disorder	Augment Gymnastics (Dodge) Augment Persuasion (Fast Talk) Augment Streetwise (Crooked Trade, Find Contact) Detect Detection Detect Traps Enchantment Disrupt Hinder Gymnastics Hinder Stealth Hinder Weapon	Command Disorder Ghost Cure Harmony Ghost Possession Enchantment Befuddle Detection Blank Dispel Multimissile Shatter Summon Disorder Ghost	Curse Births Curse Crops Curse Production Dismiss Elemental Disorder Element 𐄉●□⊙ or ✂ Reflect Magic
𐄉	Dog	Augment Bravery (Follow Leader) Augment Running Augment Survival (Tracking) Olfaction Teeth	Bless Dog Call Dogs Command Dog Cure Hate Dog Ghost Possession Heal Hurt on Dog Heal Minor Wound on Dog	Dismiss Dog

Rune	Name	Common Magic, Charms, Spells and Glamours	Spirits, Spells and Glamours	Spells and Glamours
			Heal Poison on Dog Summon Dog Summon Hate Cate Ghost Transform into Dog	
●	Dying Moon	Augment Customs Augment Healing Augment Leadership and Augment Persuasion (Intimidation) Augment Persuasion (Fast Talk) Detect Enemies Detect Ghost Ghost Shield Enchantment Harmonise Heal Hurt Hinder Weapon Enchantment Peace Repair Teach Magic	Command Harmony Ghost Cure Disorder Ghost Possession Cure Harmony Ghost Possession Dismiss Ghost Dispel Enchantment Fear Heal Courage Heal Mind Mindspeech Resist Magic Summon Harmony Ghost	Bless Births Clairvoyance Command Ghost Command Lune Create Matrix Cure Chaos Ghost Possession Cure Madness Ghost Possession Cure Passion Ghost Possession Dismiss Ghost or Lune Extension Mind Link Multispell Summon Madness Ghost Summon Passion Ghost Summon Lune Warding
□	Earth	Augment Axe Augment Healing Augment Survival Detect Bronze Detect Copper Detect Gems Detect Gold Detect Lead Detect Lead Detect Quicksilver Detect Silver Hinder Gymnastics Hinder Running Hinder Sword	Augment Armour Dispel (Earth, Air, Mastery and Hunger) Enchantment Drain Heal Hurt Physical Agent Quake Physical Agent Stones Fly Protection Against Air Stone Weapon Stoneskin	Absorption Bless Crops Command Earth Elemental Curse Crops Dismiss Air or Earth Elemental Earth Wall Elemental Weapon Earth Enchant Copper Heal Minor Wound Summon Earth Elemental
●	Empty Half Moon	Augment Gymnastics (Balance, Dodge) Augment Mace (Attack) Augment Persuasion (Intimidation) Augment Stealth Augment Sword Damage Boost Mace Boost Sword Chill Cool Dark Wall Detect Detection Detect Enemies Detect Ghost Detect Iron Detect Lead Detect Life	Command Death Ghost Cure Death Ghost Possession Cure Fertility Ghost Possession Change Environment Cold Change Environment Darkness Change Environment Night Curse Births Curse Crops Detection Blank Dismiss Animated Tree Dismiss Ghost Dismiss Undead Dispel Enchantment Fear Hinder Bravery Physical Agent Cold Protection Against Earth Speed Weapon	Cold Wall Command Lune Dismiss Darkness Elemental, Earth Elemental or Lune Elemental Weapon Cold Enchant Iron Enchant Lead Enchant Silver Extra Attack Hide Individual Hide Object Invisibility Mind Link Resist Magic Summon Lune

Rune	Name	Common Magic, Charms, Spells and Glamours	Spirits, Spells and Glamours	Spells and Glamours
		Detect Undead Ghost Shield Hinder Armour Hinder Axe Hinder Health Hinder Perception Multimissile Night Vision Silence Survive Cold Teach Magic	Summon Death Ghost	
*	Fate	Augment Customs Augment Knowledge Augment Tactics Hinder Tactics Dispel (Fertility, Death, Hunger and Disorder) Heal Hurt Heal Poison Heal Strength	Dispel (Illusion, Death, Fertility, Hunger, Disorder and Mastery) Heal Hurt Heal Poison Heal Strength	Divination Clairvoyance Block Extension Mind Speech Resist Magic
⌘	Fertility	Augment Arts (Dancing) Augment Gymnastics (Balancing, Tumbling) Augment Health Augment Persuasion (Seduction) Augment Streetwise (Crooked Trade, Find Contact) Augment Survival (Gathering) Detect Life Hinder Sword	Command Fertility Ghost Cure Death Ghost Possession Dispel (Fertility, Death, Hunger and Disorder) Heal Hurt Heal Poison Heal Strength Summon Fertility Ghost	Attach Spirit Bless Birth Bless Crops Extra Personal Action Heal Minor Wound
☉	Fire/Sky	Augment Bow (Attack) Augment Leadership and Oratory (Commanding Speech) Augment Perception Augment Spear Enchantment Dazzle Detect Gold Elemental Weapon Fire Farsee Heat Hinder Mace Hinder Stealth Ignite Light Light Wall Multimissile Warm	Change Environment Heat Change Environment Light Dispel (Fire/Sky, Darkness, Illusion and Hunger) Ghost Shield Heal Courage Physical Agent Fire Protection Against Cold Protection Against Fire Survive Cold	Bless Crops Command Fire Elemental Dismiss Darkness Elemental or Fire Elemental Enchant Gold Fire Wall Summon Fire Elemental Warding
☾	Full Half Moon	Augment Athletics (Jumping) Augment Bow (Attack) Augment Gymnastics	Command Movement Ghost Cure Movement Ghost Possession Cure Stasis Ghost Possession	Bless Crops Command Lune Create Matrix

Rune	Name	Common Magic, Charms, Spells and Glamours	Spirits, Spells and Glamours	Spells and Glamours
		Augment Movement Augment Perception Augment Persuasion (Seduction) Augment Spear Augment Stealth Augment Unarmed Augment Weapon (Thrown) Enchantment Dazzle Detect Gold Elemental Weapon Fire Farsee Heat Hinder Mace Hinder Stealth Ignite Light Light Wall Mobility Multimissile Teach Magic Warm	Change Environment Heat Change Environment Light Dispel (Moon, Fire/Sky, Darkness, Illusion and Hunger) Extra Attack Ghost Shield Heal Courage Physical Agent Fire Protection Against Cold Protection Against Fire Speed Movement Speed Weapon Summon Movement Ghost Survive Cold	Dismiss Darkness Elemental, Fire Elemental or Lune Enchant Gold Fire Wall Mind Link Move Object ☉☐☉ or ✎ Move Object With Moon Summon Lune Teleport Warding
☉	Full Moon	Augment Arts Augment Bow (Attack) Augment Bravery Augment Gymnastics (Balance, Dodge) Augment Knowledge Augment Leadership and Oratory Augment Perception Augment Persuasion (Fast Talk, Reason) Augment Spear Augment Stealth Augment Streetwise Augment Sword Detect Detection Detect Gold Detect Illusion Detect Lie Detect Magic Detection Blank Elemental Weapon Fire Enchantment Befuddle Enchantment Dazzle Farsee Heat Hinder Mace Hinder Perception Hinder Stealth Ignite Light Light Wall	Command Illusion Ghost Command Truth Ghost Cure Illusion Ghost Possession Cure Truth Ghost Possession Change Environment Heat Change Environment Light Dispel Ghost Shield Heal Courage Heal Mind Hide Individual Hide Object Illusion Physical Agent Fire Protection Against Cold Protection Against Fire Resist Magic Survive Cold Summon Illusion Ghost Summon Truth Ghost	Absorption Clairvoyance Clairvoyance Block Command Lune Create Matrix Dismiss Elemental Dismiss Ghost Divination Enchant Gold Extension Fire Wall Invisibility Mind Link Multispell Reflect Magic Reflect Missile Summon Lune Warding

Rune	Name	Common Magic, Charms, Spells and Glamours	Spirits, Spells and Glamours	Spells and Glamours
		Multimissile Silence Teach Magic Warm		
✓	Goat	Augment Athletics (Jump, Stand Firm, Climb) Augment Gymnastics (Balance, Dodge) Augment Health Augment Survival (Gathering) Charge Hide Ram	Call Goats Bless Goat Command Goat Heal Hurt on Goat Heal Minor Wound on Goat Heal Poison on Goat Summon Goat Survive on Goat Food Dispel (Disorder, Hunger, Chaos and Harmony) Heal Minor Wound Heal Strength	Dismiss Goat
III	Harmony	Augment Arts Augment Customs Augment Healing Augment Leadership and Oratory (Persuasive Speech) Augment Persuasion (Reason) Augment Streetwise (Fair Trade) Detect Enemies Enchantment Harmonise Heal Hurt Hinder Weapon Enchantment Peace Repair	Command Harmony Ghost Cure Disorder Ghost Possession Heal Minor Wound Hinder Weapon Enchantment Peace Summon Harmony Ghost	Attach Spirit Bless Births Cure Disease Ghost (Kind not Plague) Possession Cure Madness Ghost Possession Cure Passion Ghost Possession Dispel Extension Harmonise Element 6●□⊙ or⌘ Heal Serious Wound Mind Link
h	Horse	Augment Riding (Horse) Augment Weapon when Mounted Mobility on Horse	Call Horses Bless Horse Command Horse Heal Hurt on Horse Heal Minor Wound on Horse Heal Poison on Horse Summon Horse Heal Hurt on Horse Heal Poison on Horse Speed Movement on Horse	Dismiss Horse
✘	Hunger	Augment Athletics (Damage) Augment Persuasion (Intimidation) Augment Stealth Augment Survival Enchantment Binding Detect Life Enchantment Disrupt Hinder Running Silence	Command Vampire Ghost Cure Vampire Ghost Possession Dispel (Fertility, Harmony, Earth and Hunger) Enchantment Drain Enchantment Fear Summon Vampire Ghost	Absorption Command Undead Curse Birth Curse Crops Summon Skeleton Summon Zombie
∴	Illusion	Augment Arts Augment Gymnastics (Dodge)	Command Illusion Ghost Cure Truth Ghost Possession Enchantment Dazzle	Clairvoyance Block Invisibility Reflect Magic

Rune	Name	Common Magic, Charms, Spells and Glamours	Spirits, Spells and Glamours	Spells and Glamours
		Augment Persuasion (Fast Talk) Augment Stealth Augment Streetwise (Crooked Trade) Enchantment Befuddle Detect Illusion Detection Blank Hinder Perception Multimissile Silence	Dispel (Truth, Darkness, Trade and Illusion) Hide Individual Hide Object Illusion Summon Illusion Ghost	Reflect Missile
Δ	Law	Augment Customs Augment Knowledge (Law) Augment Oratory and Leadership (Commanding Speech) Augment Perception Detect Illusion Hinder Persuasion (Fast Talk) Hinder Streetwise (Crooked Trade)	Cure Chaos Ghost Possession Dispel (Law, Chaos, Disorder, Illusion, Luck, Hunger and Moon)	Absorption Create Matrix Dismiss Chaos Monster Multispell
○	Light	Augment Bow (Attack) Augment Knowledge Augment Persuasion (Reason) Augment Perception Augment Spear Enchantment Dazzle Detect Gold Farsee Hinder Mace Hinder Stealth Light Light Wall Multimissile	Change Environment Light Dispel (Fire/Sky, Darkness, Illusion and Hunger) Ghost Shield Heal Courage Protection Against Cold Protection Against Fire Survive Cold	Bless Crops Dismiss Darkness Elemental or Fire Elemental Enchant Gold Summon Fire Elemental (Max D12) Warding
🦁	Lion	Augment Athletics (Damage, Strength) Augment Bravery Augment Leadership and Oratory (Commanding Speech) Augment Stealth Augment Survival (Tracking) Augment Persuasion (Intimidation) Augment Unarmed Claws Teeth Mobility	Bless Lion Command Lion Heal Hurt on Lion Heal Minor Wound on Lion Heal Poison on Lion Summon Lion Transform into Lion	Dismiss Lion
π	Luck	Avert Disaster Fortune Multimissile	Magic Rope	Damage Shield Reflect Magic Reflect Missile Resist Magic

Rune	Name	Common Magic, Charms, Spells and Glamours	Spirits, Spells and Glamours	Spells and Glamours
ᚱ	Magic	Augment Knowledge (Divination) Detect Magic Teach Magic	Dispel Ghost Shield Resist Magic	Absorption Clairvoyance Block Extension Mind Link Multispell Reflect Magic Warding
ᚠ	Man	Augment Customs Augment Health Augment Persuasion Augment Unarmed Detect Man Rune Creature	Bless Man Rune Creature Dispel (Man, Plant, Animal and Disorder) Heal Hurt on Man Rune Creature Heal Minor Wound on Man Rune Creature Heal Poison on Man Rune Creature	Dismiss Man Rune Creature Extra Personal Action Transform into Man Rune Creature
ᚱ	Mastery	Augment Tactics Augment Oratory and Leadership (Commanding Speech) Teach Magic	Augment Bravery (Lead from the Front)	Command (Creature of Same Kind as Caster) Mind Link Resist Magic Warding
ᚱ	Monkey	Augment Athletics (Climbing, Jumping) Augment Gymnastics Augment Survival (Gathering) Augment Unarmed Teeth	Bless Monkey Command Monkey Heal Hurt on Monkey Heal Minor Wound on Monkey Heal Poison on Monkey Summon Monkey Transform into Monkey	Dismiss Monkey
ᚱ	Movement	Augment Athletics (Jumping) Augment Gymnastics Augment Movement Augment Weapon (Thrown) Mobility Multimissile	Command Movement Ghost Cure Stasis Ghost Possession Dispel (Stasis, Movement) Extra Attack Speed Movement Speed Weapon Summon Movement Ghost	Move Object ᚠᚱᚱ or ᚱ Teleport
ᚱ	Pig	Augment Athletics (Strength, Stand Firm, Damage) Augment Survival (Gathering) Augment Health (Resist Damage) Augment Ride Pig Augment Unarmed Hide Tusks	Call Pigs Bless Pig Command Pig Heal Hurt on Pig Heal Minor Wound on Pig Heal Poison on Pig Summon Pig Transform into Pig	Dismiss Pig
ᚱ	Plant	Augment Athletics (Stand Firm) Augment Athletics (Strength) Augment Health Augment Survival (Gathering) Augment Water Life Enchantment Binding	Barkskin Bless Plant Dispel (Plant, Man, Animal and Stasis) Heal Hurt Physical Agent Wood Shards Repair Survive Underwater	Bless Crops Command Plant Summon Animated Tree Transform into Plant Rune Creature

Rune	Name	Common Magic, Charms, Spells and Glamours	Spirits, Spells and Glamours	Spells and Glamours
		Detect Plant Hinder Gymnastics Hinder Running Hinder Weapon	Wall of Thorns Wood Weapon	
↑	Power	Augment Athletics Augment Bravery Augment Spear Teach Magic Multimissile	Boost Spear Cure Passion Ghost Dispel Enchantment Fear Ghost Shield Mindspeech Resist Magic	Absorption Command Animal Command Man Possession Damage Shield Dismiss Animated Tree Dismiss Ghost Extension Extra Personal Action Mind Link
𐄎	Praxian Herd Beast (Bison)	Augment Athletics (Strength, Damage, Stand Firm) Augment Bravery Augment Health (Resist Damage) Augment Persuasion (Intimidation) Augment Riding Bison Augment Survival (Gathering) Augment Weapons When Riding Bison Charge	Call Bison Bless Bison Command Bison Dismiss Bison Heal Hurt on Bison Heal Minor Wound on Bison Heal Poison on Bison Summon Bison Summon Hate Horses Ghost	
𐄎	Praxian Herd Beast (Bolo Lizard)	Augment Gymnastics (Dodge) Augment Riding Bolo Lizard Augment Survival (Gathering) Augment Weapons When Riding Bolo Lizard Mobility When Riding Bolo Lizard	Call Bolo Lizards Bless Bolo Lizard Command Bolo Lizard Dismiss Bolo Lizard Heal Hurt on Bolo Lizard Heal Minor Wound on Bolo Lizard Heal Poison on Bolo Lizard Summon Bolo Lizard Summon Hate Horses Ghost	
𐄎	Praxian Herd Beast (Herdman)	Augment Athletics (Climbing) Augment Gymnastics (Dodge) Augment Survival (Gathering) Augment Water Life	Call Herdman Bless Herdman Command Herdman Dismiss Herdman Heal Hurt on Herdman Heal Minor Wound on Herdman Heal Poison on Herdman Summon Herdman Summon Hate Horses Ghost	
𐄎	Praxian Herd Beast (High Llama)	Augment Athletics (Stand Firm, Jumping) Augment Leadership and Oratory (Commanding Speech) Augment Persuasion (Intimidation) Augment Riding High Llama	Call High Llamas Bless High Llama Command High Llama Dismiss High Llama Heal Hurt on High Llama Heal Minor Wound on High Llama Heal Poison on High Llama Summon High Llama Summon Hate Horses Ghost	

Rune	Name	Common Magic, Charms, Spells and Glamours	Spirits, Spells and Glamours	Spells and Glamours
		Augment Survival (Gathering) Augment Weapons When Riding High Llama		
𐍚	Praxian Herd Beast (Impala)	Augment Athletics (Jumping) Augment Gymnastics (Dodge, Balance, High Jump) Augment Persuasion (Fast Talk) Augment Riding Impala Augment Survival (Gathering) Augment Weapons When Riding Impala	Call Impalas Bless Impala Command Impala Dismiss Impala Heal Hurt on Impala Heal Minor Wound on Impala Heal Poison on Impala Summon Impala Summon Hate Horses Ghost	
𐍛	Praxian Herd Beast (Ostrich)	Augment Gymnastics (Dodge) Augment Riding Ostrich Augment Survival (Gathering) Augment Weapons When Riding Ostrich Mobility When Riding Ostrich	Call Ostriches Bless Ostrich Command Ostrich Dismiss Ostrich Heal Hurt on Ostrich Heal Minor Wound on Ostrich Heal Poison on Ostrich Summon Ostrich Summon Hate Horses Ghost	
𐍜	Praxian Herd Beast (Rhino)	Augment Athletics (Strength, Damage, Stand Firm) Augment Health (Resist Damage) Augment Persuasion (Intimidation) Augment Riding Rhino Augment Survival (Gathering) Augment Weapons When Riding Rhino Charge	Call Rhinos Bless Rhino Command Rhino Dismiss Rhino Heal Hurt on Rhino Heal Minor Wound on Rhino Heal Poison on Rhino Summon Rhino Summon Hate Horses Ghost	
𐍝	Praxian Herd Beast (Sable)	Augment Athletics (Jumping) Augment Gymnastics (Dodge) Augment Persuasion (Fast Talk) Augment Riding Sable Augment Survival (Gathering) Augment Tactics Augment Weapons When Riding Sable	Call Sables Bless Sable Command Sable Dismiss Sable Heal Hurt on Sable Heal Minor Wound on Sable Heal Poison on Sable Summon Sable Summon Hate Horses Ghost	
𐍞	Ram	Augment Athletics (Stand Firm, Climb) Augment Survival (Gathering) Augment Move Through Charge Hide Ram	Bless Ram Command Ram Heal Hurt on Ram Heal Minor Wound on Ram Heal Poison on Ram Summon Ram Transform into Ram	Dismiss Ram

Rune	Name	Common Magic, Charms, Spells and Glamours	Spirits, Spells and Glamours	Spells and Glamours
𐌺	Sakkar	Augment Athletics (Damage, Strength) Augment Stealth Augment Survival (Tracking) Augment Persuasion (Intimidation) Augment Unarmed Claws Hide Teeth	Bless Sakkar Command Sakkar Enchantment Fear Heal Hurt on Sakkar Heal Minor Wound on Sakkar Heal Poison on Sakkar Summon Fear Ghost Summon Sakkar Transform into Sakkar	Dismiss Sakkar
𐌸	Scorpion	Augment Survival (Tracking) Augment Persuasion (Intimidation) Augment Unarmed Boost Claws Boost Sting Boost Jabber Claws Jabber	Bless Scorpion Man Command Scorpion Man Enchantment Fear Heal Hurt on Scorpion Man Heal Minor Wound on Scorpion Man Heal Poison on Scorpion Man Sprout Limbs	Dismiss Scorpion
𐌷	Sheep	Augment Gymnastics (Climbing, Balance) Augment Health Augment Survival (Gathering)	Call Sheep Bless Sheep Command Sheep Heal Hurt on Sheep Heal Minor Wound on Sheep Heal Poison on Sheep	Dismiss Sheep
𐌲	Snake	Augment Gymnastics (Dodge) Augment Stealth Augment Survival (Tracking) Augment Persuasion (Intimidation) Augment Unarmed Hide Olfaction Stinger	Bless Snake Command Snake Heal Hurt on Snake Heal Minor Wound on Snake Heal Poison on Snake Summon Snake Transform into Snake	Dismiss Snake
𐌸	Spider	Augment Athletics (Climbing) Augment Gymnastics (Balance) Augment Ride Spider Augment Stealth Augment Survival (Tracking) Augment Persuasion (Intimidation) Augment Unarmed Carapace Stinger	Bless Spider Command Spider Heal Hurt on Spider Heal Minor Wound on Spider Heal Poison on Spider Summon Spider Transform into Spider Magic Rope Web	Dismiss Spider
𐌶	Spirit	Augment Persuasion (Intimidation) Detect Ghost Ghost Shield Teach Magic	Attach Spirit Command Ghost Cure Chaos Ghost Possession Cure Disease Ghost (kind not Plague) Possession Cure Hatred Ghost Possession	Clairvoyance Extension Mind Link Multispell Warding

Rune	Name	Common Magic, Charms, Spells and Glamours	Spirits, Spells and Glamours	Spells and Glamours
			Cure Madness Ghost Possession Cure Passion Ghost Possession Dismiss Ghost Dispel Enchantment Fear Mindspeech Resist Magic Summon Ghost (Kind)	
☞	Stasis	Augment Athletics (Strength, Stand Firm) Augment Bravery Augment Grapple Augment Health (Resist Damage) Enchantment Binding Boost Armour Glue Hinder Gymnastics Hinder Movement Repair	Command Stasis Ghost Cure Stasis Ghost Possession Dispel (Movement, Stasis, Air, Illusion, Trade) Summon Stasis Ghost	Absorption Damage Shield Enchant Iron Resist Magic Stop Object ☞☛☞☞ or ⚡
⚖	Trade	Augment Customs Augment Persuasion Augment Streetwise Detect Enemies Detect Money Hinder (Crooked Trade, Fair Trade) Teach Magic	Hide Object	Bless Market Clairvoyance Clairvoyance Block Mind Link Mindspeech Warding
Y	Truth	Augment Arts Augment Bravery Augment Leadership and Oratory (Persuasive Speech) Augment Perception Augment Persuasion (Reason) Augment Streetwise (Fair Trade) Detect Detection Detect Lie Farsee	Command Truth Ghost Dismiss Illusion Ghost Dispel (Illusion, Darkness, Disorder and Chaos) Heal Mind Summon Truth Ghost	Clairvoyance Divination Mind Link Mindspeech
⚡	Wasp	Augment Bravery (Follow Leader) Augment Ride Wasp Carapace Sting	Bless Wasps Call Wasps Command Wasps Heal Hurt on Wasp Heal Minor Wound on Wasp Heal Poison on Wasp Summon Wasps Transform Into Wasp Wings	Dismiss Wasp
⚡	Water	Augment Flail Augment Persuasion (Fast Talk) Augment Trident Augment Water Life	Dispel (Water, Fire/Sky, Stasis and Power) Physical Agent Water Survive Underwater	Bless Fishery Bless Ship Change Environment Fog ☞ Change Environment Rain ☞ Command Water Creature

Rune	Name	Common Magic, Charms, Spells and Glamours	Spirits, Spells and Glamours	Spells and Glamours
		Detect Water Extinguish Hinder Bow Hinder Running Hinder Spear		Command Water Elemental Curse Fishery Curse Ship Dismiss Fire Elemental, Water Elemental or Cloud Elemental Divination Elemental Weapon Water Enchant Quicksilver Summon Water Elemental Water Wall
	Water Bird	Augment Gymnastics (Dodge) Augment Perception Augment Water Life Farsee	Bless Bird Command Bird Heal Hurt on Bird Heal Minor Wound on Bird Heal Poison on Bird Wings Summon Bird Transform Into Bird	Dismiss Water Bird
	Wolf	Augment Bravery (Follow Leader) Augment Running Augment Survival (Tracking) Olfaction Teeth	Call Wolf Bless Wolf Command Wolf Heal Hurt on Wolf Heal Minor Wound on Wolf Heal Poison on Wolf Summon Wolf Transform into Wolf	Dismiss Wolf
	Woodlouse	Augment Athletics (Strength, Climbing, Stand Firm) Augment Ride Woodlouse Thick Carapace	Bless Woodlouse Call Woodlouses Command Woodlouse Heal Hurt on Woodlouse Heal Minor Wound on Woodlouse Heal Poison on Woodlouse Summon Woodlouse Transform Into Woodlouse	Dismiss Woodlouse

Rune Magic by Cult

Cults A

Cult	Rune 1	Rune 2	Rune 3
Aldrya	 Augment Athletics (Stand Firm) Augment Athletics (Strength) Augment Health Augment Survival (Gathering) Barkskin Enchantment Binding Bless Plant Bow Trance Chameleon Command Plant Detect Plant	 Absorption Augment Healing Augment Survival Dismiss Air or Earth Elemental Dispel (Earth, Air, Mastery and Hunger) Enchantment Drain Enchant Copper Heal Hurt Heal Minor Wound Hinder Gymnastics	 Attach Spirit Augment Gymnastics (Balancing, Tumbling) Augment Health Augment Survival (Gathering) Detect Life Dispel (Fertility, Death, Hunger and Disorder) Extra Personal Action Heal Hurt Heal Minor Wound

Cult	Rune 1	Rune 2	Rune 3
	Dispel (Plant, Man, Animal and Stasis) Divination Heal Hurt Hinder Gymnastics Hinder Running Hinder Weapon Multimissile Physical Agent Wood Shards Remove Fungus (from Plant rune creature) Repair Shape Wood Spy Plant Strong Plant (Bless Plant) Summon Animated Tree Wall of Thorns Wood Weapon	Hinder Running Hinder Sword Protection Against Air Silence	Heal Poison Heal Strength Hinder Sword Productive Woodland (Bless Woodland)
Annilla	● Augment Persuasion (Intimidation) Augment Stealth Dark Wall Detect Enemies Hinder Perception Dismiss Darkness or Earth Elemental Dispel (Darkness, Earth, Trade and Truth) Divination Block Enchantment Fear Hide Individual Hide Object Hinder Bravery Night Vision Silence	① Augment Gymnastics (Dodge) Augment Perception (Sense Motives) Augment Stealth Bless Worshipper Enchantment Befuddle Clairvoyance Clairvoyance Block Command Blue Moon Elemental Deflect Missile Detect Detection Detection Blank Dispel Dismiss Blue Moon Elemental Divination Block Divination (Obscure and Forgotten Facts) Ghost Shield Hide Fact Hide Individual Hide Object Hinder Axe Damage Hinder Sword Damage Invisibility (light level Night) Invisible Light Mind Link Mindspeech Night Vision Resist Magic Silence Spy Rock Summon Blue Moon Elemental	✎ Augment Persuasion (Fast Talk) Detect Water Dismiss Water Elemental Dispel (Water, Fire/Sky, Stasis and Power) Extinguish Hinder Bow Hinder Running
Antirius	☉ Augment Bow (Attack)	Υ Augment Bravery	Δ Augment Customs

Cult	Rune 1	Rune 2	Rune 3
	Augment Leadership and Oratory (Commanding Speech) Augment Perception Augment Spear Change Environment Light Command Fire Elemental Enchantment Dazzle Detect Gold Dismiss Darkness or Fire Elemental Dispel (Fire/Sky, Darkness, Illusion and Hunger) Elemental Weapon Fire Enchant Gold Farsee Ghost Shield Heal Courage Heat Hinder Mace Hinder Stealth Ignite Light Light Wall Multimissile Physical Agent Fire Protection Against Cold Protection Against Fire Summon Fire Elemental Survive Cold Warding Warm	Augment Leadership and Oratory (Persuasive Speech) Augment Perception Augment Persuasion (Reason) Augment Shield (Parry) Bless Worshipper Detect Detection Detect Lie Dispel (Illusion, Darkness, Disorder and Chaos) Divination Farsee Guard Goddess* Mind Link Mindspeech Oath See Through Fog *Guards worshippers of certain goddesses depicted in rows 2-3 of the Gods' Wall, those acceptable for worship and those that can be worshipped with supervision plus Oslira.	Augment Knowledge Augment Oratory and Leadership (Commanding Speech) Augment Perception Contract Detect Illusion Dispel (Law, Chaos, Disorder, Illusion, Luck, Hunger and Moon) Enhance Justice (Bless Court) Hinder Persuasion (Fast Talk) Hinder Streetwise (Crooked Trade)
Arakang	 Augment Athletics (Damage, Strength, Climbing, Stand Firm) Augment Health (Resist Damage) Augment Running Augment Survival Claws Bless Worshipper Command Bear Dismiss bear Fight Sakkar Heal Hurt on Bear Heal Minor Wound on Bear Heal Poison on Bear Multimissile Olfaction Summon Bear Survive Cold Teeth Thick Fur	 Augment Bravery (Lead from the Front) Augment Oratory and Leadership (Commanding Speech) Augment Tactics Divination Resist Magic Warding	
Aranea	 Augment Persuasion (Intimidation)	 Augment Athletics (Climbing) Augment Gymnastics (Balance)	

Cult	Rune 1	Rune 2	Rune 3
	Augment Stealth Dark Wall Detect Enemies Hinder Perception Night Vision Silence Change Environment Darkness Change Environment Night Dispel (Darkness, Earth, Trade and Truth) Divination Enchantment Fear Hinder Bravery	Augment Persuasion (Intimidation) Augment Ride Spider Augment Stealth Augment Survival (Tracking) Augment Unarmed Bless Spider Bless Cursed Worshipper Carapace Command Spider Dismiss Spider Heal Hurt on Spider Heal Minor Wound on Spider Heal Poison on Spider Magic Rope Stinger Summon Spider Web	
Argan Argar	 Augment Oratory and Leadership (Commanding Speech) Augment Tactics Command Trollkin Resist Magic Warding	 Augment Spear Augment Stealth Change Environment Darkness Change Environment Night Command Darkness Elemental Dark Wall Detect Detection Detect Enemies Detect Iron or Lead Detection Blank Dismiss Darkness or Earth Elemental Dispel (Darkness, Earth, Trade and Truth) Enchant Lead Hide Individual Hide Object Hinder Perception Night Vision Silence Summon Darkness Elemental Suppress Light Nightcult: Appear as Uz or Human The Only Old One: Cure Ironburn	 Augment Customs Augment Persuasion Augment Streetwise Bless Cursed Worshipper Detect Enemies Detect Money Divination Hide Object Increase Trade (Bless Market) Mind Link Mindspeech Safe Warding The Loyal Household: Summon Elemental (Any) Max D12
Arira	 Augment Persuasion (Reason) Augment Perception Change Environment Light Enchantment Enchantment Dazzle Detect Gold Dismiss Darkness Elemental	 Augment Arts Augment Customs Augment Healing Augment Persuasion (Reason) Augment Streetwise (Fair Trade) Bless Worshipper	

Cult	Rune 1	Rune 2	Rune 3
	Dispel (Darkness, Illusion and Hunger) Farsee Ghost Shield Heal Courage Hinder Mace Hinder Stealth Light Light Wall Protection Against Cold Protection Against Fire Survive Cold Warding	Dance Past Danger (Change Arts to Gymnastics (Dodge)) Detect Enemies Dispel (Disorder, Hunger, Chaos and Harmony) Divination Enchantment Harmonise Enchantment Peace Extension Heal Hurt Heal Minor Wound Heal Strength Healthy Child (Bless Child) Hinder Weapon Repair	
Asrelia	□ Absorption Augment Healing Augment Survival Clairvoyance Block Command Earth Elemental Detection Blank Detect Metal Detect Gems Dismiss Air or Earth Elemental Dispel (Earth, Air, Mastery and Hunger) Divination Enchantment Drain Enchant Copper Heal Hurt Heal Minor Wound Hide Object Hinder Sword Protection Against Air Summon Earth Elemental Warding	✕ Attach Spirit Augment Survival (Gathering) Detect Life Dispel (Fertility, Death, Hunger and Disorder) Ghost Shield Heal Hurt Heal Minor Wound Heal Poison Heal Strength Hinder Sword	π Avert Disaster Bless Worshipper Damage Shield Fortune Magic Rope Reflect Magic Reflect Missile Resist Magic
Atyar	♣ Absorption Augment Athletics (Damage) Boost Weapon Dispel Enchantment Disrupt Fanaticism Enchantment Fear Hinder Armour Hinder Health Hinder Running Hinder Weapon Enchantment Poison Shatter	♣ Augment Perception Augment Persuasion (Reason) Consume Mind Detect Detection Devour Book Devour Mind Devour Scroll Dispel (Illusion, Darkness, Disorder and Chaos) Divination	

Cult	Rune 1	Rune 2	Rune 3
Avivath	☉ Augment Athletics (Stand Firm) Augment Shield Augment Spear Bless Cursed Worshipper Change Environment Light Enchantment Dazzle Dismiss Darkness Elemental Dispel (Fire/Sky, Darkness, Illusion and Hunger) Divination (Own and Enemy Military Movements) Elemental Weapon Fire Enchant Gold Fight Storm Worshipper Fight Uz Fire Wall Guard Against Uz Heal Courage Hinder Mace Hinder Stealth Ignite Light Light Wall Protection Against Cold Protection Against Fire Protection Against Storm Worshipper Physical Agent Sunspears Survive Cold	† Augment Spear Damage Boost Spear Enchantment Disrupt Enchant Iron Extra Attack	

Cults B

Cult	Rune 1	Rune 2	Rune 3
Babeester Gor	☐ Augment Armour Augment Axe Brew Blood Beer Command Nakasa Curse Enemy Detect Enemy Dispel (Earth, Air, Mastery and Hunger) Divination (Threats to Earth Temple) Enchantment Drain Enchant Copper Hinder Gymnastics Hinder Running Hinder Sword No Sleep Physical Agent Stones Fly Protection Against Air	† Augment Persuasion (Intimidation) Augment Axe Damage Axe Trance Boost Axe Death Paint Ritual Dispel (Fertility, Earth, Spirit and Harmony) Enchantment Disrupt Enchant Iron Extra Attack Fanaticism Enchantment Fear Hinder Armour Hinder Bravery Hinder Health	

Cult	Rune 1	Rune 2	Rune 3
	Stone Weapon Summon Nakasa		
Bagog	 Augment Athletics (Damage) Augment Health Boost Weapon Enchantment Disrupt Fanaticism Hinder Armour Hinder Health Hinder Running Hinder Weapon Enchantment Poison Shatter	 Augment Persuasion (Intimidation) Augment Survival (Tracking) Augment Unarmed Bless Scorpion Man Boost Claws Boost Jabber Boost Sting Claws Command Scorpion Man Eat Person Enchantment Fear Heal Hurt on Scorpion Man Heal Minor Wound on Scorpion Man Heal Poison on Scorpion Man Jabber Sprout Limbs	
Barntar	 Augment Customs (Orlanthi Farming) Augment Grapple Boost Arts (Oral Poetry) Change Environment Wind  Chill Deflect Missile Detect Bronze Dismiss Air Elemental Dispel (Air, Water, Law and Stasis) Divination (Threats to Farming) Hinder Flail Hinder Trident Protection Against Air Protection Against Water Summon Cat Survive Environment Cold	 Augment Athletics (Jumping) Augment Craft (Ploughing, Animal Training) Augment Movement Bless Plough Kill Weeds (Bless Crops) Mobility Move Object  Speed Movement	
Biselenslib	 Augment Healing Bless Man Command Earth Elemental Curse Crops Dismiss Air Elemental Dispel (Earth, Air, Mastery and Hunger) Divination (Threats to Farming) Fertile Paddy Field (Bless Crops) Heal Hurt Heal Minor Wound Hinder Gymnastics Hinder Running	 Attach Spirit Augment Arts (Dancing) Augment Customs (Dara Happan Peasant) Augment Gymnastics (Balancing, Tumbling) Augment Health Augment Persuasion (Seduction) Augment Streetwise (Crooked Trade, Find Contact) Bless Woman Detect Life	

Cult	Rune 1	Rune 2	Rune 3
	Hinder Sword Walk on Marsh	Dispel (Fertility, Death, Hunger and Disorder) Fertile People (Bless Birth) Heal Hurt Heal Minor Wound Heal Poison Heal Strength Strong Rice Plants (Bless Crops)	
Bisos	☰ Augment Athletics (Strength, Damage, Stand Firm) Augment Bravery Augment Health (Resist Damage) Augment Leadership and Oratory (Commanding Speech) Augment Sword Strong Bull (Bless Bull) Boost Armour Boost Sword Charge Command Air Elemental Command Bull Deflect Missile Detect Bronze Dismiss Air Elemental Dispel (Air, Water, Law and Stasis) Enchantment Disrupt Elemental Weapon Thunder Fanaticism Hinder Flail Hinder Trident Physical Agent Thunder Protection Against Water	☶ Augment Customs Pelandan Augment Health Augment Persuasion (Seduction) Bless Man Detect Life Dispel (Fertility, Death, Hunger and Disorder) Divination Extra Personal Action Fertile Fields (Bless Crops) Heal Hurt Heal Minor Wound Heal Poison Heal Strength Hinder Sword Return to Life	
Black Fang	✂ Augment Persuasion (Intimidation) Ghost Shield Mindspeech Resist Magic	☿ Augment Gymnastics (Dodge) Augment Persuasion (Fast Talk) Augment Streetwise (Crooked Trade, Find Contact) Enchantment Befuddle Detect Detection Detect Traps Detection Blank Enchantment Disrupt Shatter	
Brastalos	☰ Change Environment Stillness Command Air Elemental Dismiss Air Elemental Dispel (Air, Water, Law and Stasis) Divination (Predict Weather)	III Augment Customs Augment Healing Augment Leadership and Oratory (Persuasive Speech) Augment Persuasion (Reason) Augment Streetwise (Fair Trade)	

Cult	Rune 1	Rune 2	Rune 3
	Hinder Sword Protection Against Air Survive Environment Cold	Bless Worshipper Dispel (Disorder, Hunger, Chaos and Harmony) Extension Enchantment Harmonise Harmonise Element 6 Heal Hurt Heal Minor Wound Hinder Weapon Enchantment Peace Repair	
Busenari	𐌵𐌵 ¹ Augment Athletics (Strength, Stand Firm) Augment Health (Resist Damage) Augment Survival (Gathering) Call Cattle Command Cattle Divination (Predict Threats to Cattle) Heal Hurt on Cattle Heal Minor Wound on Cattle Heal Poison on Cattle Healthy Cattle (Bless Cattle)	𐌶 ² Augment Customs (Cattle Raising) Augment Persuasion (Seduction) Augment Survival (Gathering) Detect Life Dispel (Fertility, Death, Hunger and Disorder) Easy Cattle Birth (Bless Birth) Fertile Cattle (Bless Cattle) Heal Hurt Heal Minor Wound Heal Poison Heal Strength Hinder Sword	
Buserian	𐌶 ³ Augment Arts Augment Knowledge Augment Literacy Augment Perception Augment Persuasion (Reason) Bless Cursed Worshipper Clairvoyance Detect Detection Dispel (Illusion, Darkness, Disorder and Chaos) Divination (Advanced) Mind Link Mindspeech Productive Writing (Bless Scriptorium) Scribe (Supernatural Action for Literacy)	𐌶 ⁴ Augment Craft (Paper Making) Dispel (Movement, Stasis, Air, Illusion, Trade) Pen Repair Resist Magic	

Cults C

Cult	Rune 1	Rune 2	Rune 3
Cacodemon	𐌶 ⁵ Absorption Augment Athletics (Damage) Augment Health Blessing of Chaos Boost Weapon Command Fiend	𐌶 ⁶ Augment Gymnastics (Dodge) Augment Persuasion (Fast Talk) Augment Streetwise (Crooked Trade, Find Contact) Curse Enemy Enchantment Befuddle	

Cult	Rune 1	Rune 2	Rune 3
	Enchantment Disrupt Fanaticism Enchantment Fear Heal Hurt Hinder Armour Hinder Health Hinder Running Hinder Weapon Multimissile Shatter Summon Fiend Summon Possession Ghost Vomit Acid	Detect Detection Detect Traps Detection Blank Dispel False Form Reflect Magic Shatter	
Caladra and Aurelion	☉ Augment Leadership and Oratory (Commanding Speech) Augment Perception Augment Spear Bless Cursed Worshipper Change Environment Heat Command Fire Elemental Dismiss Fire Elemental Dispel (Fire/Sky, Darkness, Illusion and Hunger) Divination (Predict Volcanic Eruption) Elemental Weapon Fire Fire Wall Heat Ignite Physical Agent Fire Protection Against Cold Protection Against Fire Summon Fire Elemental Survive Cold Warm Warm Earth (Bless Crops)	III Augment Customs Attach Spirit Augment Healing Augment Leadership and Oratory (Persuasive Speech) Augment Persuasion (Reason) Dispel (Disorder, Hunger, Chaos and Harmony) Extension Enchantment Harmonise Harmonise Element☉ Heal Hurt Heal Minor Wound Hinder Weapon Mind Link Enchantment Peace Repair	X Attach Spirit Augment Arts (Dancing) Augment Gymnastics (Balancing, Tumbling) Augment Health Augment Persuasion (Seduction) Augment Survival (Gathering) Detect Life Dispel (Fertility, Death, Hunger and Disorder) Extra Personal Action Fertile Volcanic Soil (Bless Crops) Heal Poison Heal Strength Hinder Sword Increase Children (Bless Birth)
Chalana Arroy	III Attach Spirit Augment Arts Augment Customs Augment Healing Augment Leadership and Oratory (Persuasive Speech) Augment Persuasion (Reason) Augment Streetwise (Fair Trade) Bless Afflicted Person Cure Chaos Wound Cure Disease Ghost Possession (Kind) Detect Enemies Dismiss Disease Ghost Dispel Divination (Predict Threats to Community Health)	X Augment Health Detect Life Extra Personal Action Heal Poison Remove Fungus (from Man rune creature)	

Cult	Rune 1	Rune 2	Rune 3
	Enchantment Harmonise Enchantment Peace Extension Heal Disease Heal Hurt Heal Minor Wound Heal Mortal Wound Heal Mother and Child (Bless Births) Heal Serious Wound Heal Strength Hinder Weapon Mind Link Repair Resurrection Subcult: Sisters of Mercy Summon Daimon (Nehaling)		

Cults D

Cult	Rune 1	Rune 2	Rune 3
Danfivexaron	𐌺𐌹 Augment Bravery Augment Health (Resist Damage, Endurance) Augment Oratory and Leadership (Commanding Speech) Augment Tactics Command Penitent Dismiss Ghost Mind Link Resist Magic Warding		
Daxdarius	𐌸𐌹 Augment Athletics (Stand Firm) Attach Spirit Augment Arts Augment Customs Augment Healing Augment Leadership and Oratory Augment Persuasion (Reason) Augment Shield Augment Tactics Bless Cursed Worshipper Bless Phalanx Boost Shield Detect Enemies Dispel Divination (Predict Battle Outcome) Extension Enchantment Harmonise	† Augment Spear Damage Boost Spear Enchantment Disrupt Enchant Iron Extra Attack Speed Spear	

Cult	Rune 1	Rune 2	Rune 3
	Heal Hurt Heal Minor Wound Heal Strength Hinder Weapon Mind Link Phalanx Repair		
Dayzatar	Y Augment Arts Augment Bravery Augment Leadership and Oratory (Persuasive Speech) Augment Perception Augment Persuasion (Reason) Augment Streetwise (Fair Trade) Celestial Wisdom (Supernatural Action Knowledge) Clairvoyance Detect Detection Detect Lie Dispel (Illusion, Darkness, Disorder and Chaos) Divination (Advanced) Farsee Heal Mind Mind Link Mindspeech Perceive Threat (Change Perception for Gymnastics (Dodge)) See Through Fog	☉ Augment Perception Augment Spear Bless Cursed Person Change Environment Light Command Fire Elemental Enchantment Dazzle Detect Gold Dismiss Darkness or Fire Elemental Dispel (Fire/Sky, Darkness, Illusion and Hunger) Enchant Gold Farsee Ghost Shield Heal Courage Resist Temptation Light Warding	
Deezola	X Attach Spirit Augment Arts (Dancing) Augment Gymnastics (Balancing, Tumbling) Augment Health Augment Streetwise (Find Contact) Cure Mother and Child (Bless Birth) Detect Life Dispel (Fertility, Death, Hunger and Disorder) Divination Extra Personal Action Heal Hurt Heal Mind Heal Minor Wound Heal Poison Heal Strength Hinder Sword Restore Youth		
Dendara	O Augment Knowledge	III Attach Spirit	

Cult	Rune 1	Rune 2	Rune 3
	Augment Perception Augment Persuasion (Reason) Change Environment Light Enchantment Dazzle Detect Gold Dismiss Darkness or Fire Elemental Dispel (Fire/Sky, Darkness, Illusion and Hunger) Enchant Gold Farsee Ghost Shield Heal Courage Hinder Mace Hinder Stealth Light Sunripen (Bless Crops) Light Wall Protection Against Cold Protection Against Fire Survive Cold Warding	Augment Arts Augment Customs Augment Healing Augment Persuasion (Reason) Augment Streetwise (Fair Trade) Bless Cursed Person Command Domestic Animal Command Earth Elemental Cure Passion Ghost Possession Detect Enemies Dispel Dispel (Disorder, Hunger, Chaos and Harmony) Divination Extension Enchantment Harmonise Harmonise Element ☉ Heal Hurt Heal Minor Wound Heal Serious Wound Heal Strength Hinder Weapon Mind Link Mindspeech Enchantment Peace Protect Household (Bless Home) Loyal Protection (Change Customs (Dara Happan) to Gymnastics (Dodge)) Repair Safe Mother and Child (Bless Births)	
Denegaria	☐ Absorption Augment Healing Augment Survival Command Earth Elemental Detect Copper or Gold Dismiss Air or Earth Elemental Dispel (Earth, Air, Mastery and Hunger) Divination Enchant Copper Heal Hurt Heal Minor Wound Hinder Gymnastics Hinder Running Hinder Sword Protection Against Air Summon Earth Elemental	✕ Attach Spirit Augment Arts (Dancing) Augment Gymnastics (Balancing, Tumbling) Augment Health Augment Survival (Gathering) Bless Worshipper Detect Life Dispel (Fertility, Death, Hunger and Disorder) Extra Personal Action Heal Hurt Heal Minor Wound Heal Poison Heal Strength Hinder Sword	
Deneskerva	⚡ Augment Bravery (Lead from the Front)		

Cult	Rune 1	Rune 2	Rune 3
	Augment Oratory and Leadership (Commanding Speech) Augment Tactics Command Lunar Woman Mind Link Mindspeech Resist Magic Warding		
Deshkorgas	● Augment Mace (Attack) Augment Persuasion (Intimidation) Boost Mace Change Environment Darkness Command Hell Demon Dark Wall Detect Enemies Dismiss Darkness or Earth Elemental or Hell Demon Dispel (Darkness, Earth, Trade and Truth) Elemental Weapon Cold Enchantment Fear Hinder Bravery Hinder Perception Night Vision Protection Against Earth Silence Summon Hell Demon	† Augment Persuasion (Intimidation) Augment Mace Damage Curse Births Curse Crops Curse Person Detect Ghost or Undead Detect Life Dismiss Ghost or Undead Dispel (Fertility, Earth, Spirit and Harmony) Enchantment Disrupt Extra Attack Enchantment Fear Ghost Shield Hinder Armour Hinder Bravery Hinder Health	
Deshlotralas	● Augment Mace (Attack) Augment Oratory and Leadership Augment Persuasion (Intimidation) Boost Mace Change Environment Darkness Command Darkness Elemental Dark Wall Detect Enemies Dismiss Darkness or Earth Elemental or Hell Demon Dispel (Darkness, Earth, Trade and Truth) Elemental Weapon Cold Enchant Lead Enchantment Fear Hinder Axe Hinder Bravery Hinder Perception Night Vision Protection Against Earth Silence Summon Darkness Elemental	☰ Absorption Augment Grapple Damage Shield Dispel (Movement, Stasis, Air, Illusion, Trade) Resist Magic	

Cult	Rune 1	Rune 2	Rune 3
	Survive Cold		
Doburdun	 Augment Leadership and Oratory (Commanding Speech) Augment Mace Augment Throwstick Command Air Elemental Detect Bronze Dismiss Air Elemental Dispel (Air, Water, Law and Stasis) Enchantment Disrupt Divination (Predict Weather) Elemental Weapon Thunder Multimissile Physical Agent Thunder Protection Against Air Protection Against Water Ride Addi Summon Air Elemental	 Augment Mace Damage Augment Throwstick Damage Boost Throwstick Boost Mace Dispel (Fertility, Earth, Spirit and Harmony) Enchantment Disrupt Ghost Shield Speed Weapon	
Donandar	 Augment Arts (Music) Augment Customs Augment Healing Augment Leadership and Oratory (Persuasive Speech) Augment Persuasion (Reason) Augment Streetwise (Fair Trade) Cosmic Music (Supernatural Action for Arts (Music)) Dispel Enchanted Music (Change – Arts (Music) for Persuasion or Leadership and Oratory) Extension Enchantment Harmonise Heal Hurt Heal Minor Wound Heal Mind Hinder Weapon Enchantment Peace Repair	 Augment Arts (Music, Performance, Acting, Puppetry) Augment Gymnastics (Dodge) Augment Persuasion (Fast Talk) Augment Stealth Enchantment Befuddle Detect Illusion Hinder Perception Illusion Silence	
Durbadath	 Augment Athletics (Damage, Strength) Augment Bravery Augment Leadership and Oratory (Commanding Speech) Augment Persuasion (Intimidation) Augment Stealth Augment Survival (Tracking) Augment Unarmed Claws	 Augment Axe Augment Healing Augment Survival Command Earth Elemental Dismiss Air or Earth Elemental Dispel (Earth, Air, Mastery and Hunger) Divination (Predict Hunt Success) Enchantment Drain Heal Hurt	

Cult	Rune 1	Rune 2	Rune 3
	Command Lion Dismiss Lion Heal Hurt on Lion Heal Minor Wound on Lion Heal Poison on Lion Light Mobility Summon Lion Teeth Transform into Lion	Heal Minor Wound Hinder Gymnastics Hinder Running Hinder Sword Protection Against Air	

Cults E

Cult	Rune 1	Rune 2	Rune 3
Eiritha	 Augment Survival (Gathering) Call (Herd Animal) Bless (Herd Animal) Command (Herd Animal) Summon Bison (Herd Animal)	 Attach Spirit Bless Birth	
Elmal	 Augment Bow (Attack) Augment Leadership and Oratory (Commanding Speech) Augment Perception Augment Riding (Horse) Augment Spear Change Environment Heat Change Environment Light Command Fire Elemental Enchantment Dazzle Dismiss Darkness or Fire Elemental Dispel (Fire/Sky, Darkness, Illusion and Hunger) Elemental Weapon Fire Fight Chaos Creature Fight Uz Heal Courage Heat Ignite Light Light Wall Protection Against Cold Protection Against Fire Summon Fire Elemental Survive Cold Warding Warm Subcults:	 Augment Bravery Augment Leadership and Oratory (Persuasive Speech) Augment Perception Augment Persuasion (Reason) Augment Shield (Parry) Detect Lie Dispel (Illusion, Darkness, Disorder and Chaos) Divination (Predict Threats to Community) Farsee Subcults: Rigsdal: Detect Enemies, Fight Against Many	

Cult	Rune 1	Rune 2	Rune 3
	Hyalor: Augment Mounted Bow (Attack), Augment Mounted Spear (Attack) Redalda: Bless Horses		
Entekos	⚙ Air Wall Change Environment Stillness Change Environment Warm Breeze Command Air Elemental Deflect Missile Detect Bronze Dismiss Air or Water Elemental Dispel (Air, Water, Law and Stasis) Extinguish Hinder Flail Hinder Trident Protection Against Air Protection Against Water Summon Air Elemental Survive Environment Cold Subcults: Doburdun: Physical Agent Thunder Shafesora: Change Environment Rain	III Aura of Peace (Change Persuasion to Gymnastics (Dodge)) Augment Arts Augment Customs Augment Healing Augment Leadership and Oratory (Persuasive Speech) Augment Persuasion (Reason) Augment Streetwise (Fair Trade) Bless Person Detect Enemies Divination Enchantment Harmonise Heal Hurt Hinder Weapon Mind Link Mindspeech Enchantment Peace Repair Heal Minor Wound Heal Strength Attach Spirit Bless Births Dispel Extension Harmonise Element ⚙⚙ Heal Serious Wound	○ Augment Knowledge Augment Perception Augment Persuasion (Reason) Change Environment Light Enchantment Dazzle Detect Gold Dismiss Darkness or Fire Elemental Dispel (Fire/Sky, Darkness, Illusion and Hunger) Farsee Ghost Shield Heal Courage Hinder Mace Hinder Stealth Light Light Wall Protection Against Cold Protection Against Fire See Through Fog Sunripen (Bless Crops) Survive Cold Warding
Erantha Gor	□ Absorption Augment Armour Augment Axe Augment Shield Damage Cut Through Ice or Stone Dismiss Air or Earth Elemental Dispel (Earth, Air and Mastery) Enchantment Drain Earth Wall Elemental Weapon Earth Enchant Copper Hinder Gymnastics Hinder Running Hinder Sword Physical Agent Quake Physical Agent Stones Fly Protection Against Air Stone Weapon Unbreakable Shield	† Augment Persuasion (Intimidation) Augment Axe Damage Axe Trance Boost Axe Curse Births Curse Crops Curse Enemy Detect Ghost Detect Life Dispel (Fertility, Earth, Spirit and Harmony) Enchantment Disrupt Extra Attack Enchantment Fear Ghost Shield Hinder Armour Hinder Bravery Hinder Health Speed Weapon	
Ernalda	⌘	□	III

Cult	Rune 1	Rune 2	Rune 3
	Augment Arts (Dancing) Augment Health Augment Persuasion (Seduction) Augment Survival (Gathering) Command Orlanthi Man Detect Life Dispel (Fertility, Death, Hunger and Disorder) Extra Personal Action Fertile Earth (Bless Crops) Heal Earth Heal Poison Hinder Sword Many Children (Bless Birth) Subcults: Esrola: Bless Grains (Bless Crops) Esrola Uleria: Erotocomatose Lucidity Flamal: Bear Fruit Orane: Command Orlanthi Man	Augment Axe Augment Healing Augment Survival Command Earth Elemental Curse Crops Detect Metal Detect Gems Dismiss Air or Earth Elemental Dispel (Earth, Air, Mastery and Hunger) Divination Enchantment Drain Earth Wall Elemental Weapon Earth Enchant Copper Good Soil (Bless Crops) Heal Hurt Heal Minor Wound Hinder Gymnastics Hinder Running Hinder Sword Physical Agent Stones Fly Protection Against Air Return to Life Stone Weapon Stoneskin Summon Earth Elemental Subcults: Asrelia: Hide Object Enferalda: Supporter Kadone: Grounding Kev: Oracle Maran: Curse Earth, Physical Agent Quake Talosa: Summon Talosi, Command Talosi, Dismiss Talosi Ty Kora Tek: Secure Grave	Attach Spirit Augment Customs Augment Healing Augment Leadership and Oratory (Persuasive Speech) Augment Persuasion (Reason) Bless Cursed Person Detect Enemies Dispel Extension Enchantment Harmonise Harmonise Element ☐ Heal Hurt Heal Minor Wound Heal Serious Wound Heal Strength Hinder Weapon Mind Link Enchantment Peace Protect Mother and Child (Bless Births) Repair Subcults: Bevera: Combat Healer Mother Ernalda: Unite Community (Bless Community) Orventilli: End Feud Roitina: Magical Dance
Ertelenari	✎ Augment Athletics (Damage, Strength, Climbing, Stand Firm) Augment Health (Resist Damage) Augment Running Augment Survival Claws Command Bear Divination (Predict Threats to Community) Heal Hurt on Bear Heal Minor Wound on Bear Heal Poison on Bear Olfaction Summon Bear	☐ Augment Armour Augment Axe Augment Healing Augment Survival Dispel (Earth, Air, Mastery and Hunger) Elemental Weapon Earth Enchant Copper Heal Hurt Heal Minor Wound Hinder Gymnastics Hinder Running Hinder Sword Physical Agent Stones Fly Protection Against Air	

Cult	Rune 1	Rune 2	Rune 3
	Survive Cold Teeth Thick Fur Transform Into Bear		
Esra	☐ Augment Healing Augment Survival (Gathering) Augment Customs (Farming) Dispel (Earth, Air, Mastery and Hunger) Heal Hurt Ready Field for barley (Bless Crops) Heal Minor Wound	† Augment Health Augment Survival (Gathering) Healthy Barley (Bless Crops) Detect Plant Dispel (Plant, Man, Animal and Stasis) Divination (Predict Harvest) Remove Fungus (from Barley)	
Esrola	⚔ Augment Arts (Dancing) Augment Gymnastics (Balancing, Tumbling) Augment Health Augment Persuasion (Seduction) Bless Domestic Animals Bless Grains (Bless Crops) Detect Life Dispel (Fertility, Death, Hunger and Disorder) Divination (Predict Harvest, Predict Threats to Community) Heal Hurt Heal Minor Wound Heal Poison Heal Strength	☐ Augment Survival Warm Earth (Bless Crops) Command Earth Elemental Dismiss Earth Elemental Dispel (Earth, Air, Mastery and Hunger) Earth Wall Physical Agent Quake Physical Agent Stones Fly Summon Earth Elemental	
Etyries	†† Augment Customs Augment Perception Augment Persuasion (Reason, Fast Talk) Augment Streetwise Bless Market Clairvoyance Clairvoyance Block Command Pack Animal Detect Enemies Detect Hidden Path Detect Money Divination Hide Object Hinder (Crooked Trade) Mindspeech Mind Link Understand Spoken Language (Magical Action to Understand Spoken Language) Safe Warding		

Cult	Rune 1	Rune 2	Rune 3
Eurmal	☼ Augment Arts Augment Gymnastics (Dodge) Augment Persuasion (Fast Talk) Augment Stealth Augment Streetwise (Crooked Trade) Enchantment Befuddle Clairvoyance Block Enchantment Dazzle Detect Illusion Detection Blank Dispel (Truth, Darkness, Trade and Illusion) Divination Block Hide Individual Hide Object Hinder Perception Illusion Invisibility Reflect Magic Reflect Missile Silence Trickster	☿ Augment Gymnastics (Dodge) Augment Persuasion (Fast Talk) Augment Streetwise (Crooked Trade) Enchantment Befuddle Curse Births Curse Crops Curse Person Curse Production Dispel Enchantment Disrupt Hinder Gymnastics Hinder Stealth Hinder Weapon Reflect Magic Shatter	
Everina	☐ Augment Healing Augment Survival (Gathering) Augment Customs (Farming) Dispel (Earth, Air, Mastery and Hunger) Heal Hurt Ready Field for Rice (Bless Crops) Heal Minor Wound	✠ Augment Health Augment Survival (Gathering) Healthy Rice (Bless Crops) Detect Plant Dispel (Plant, Man, Animal and Stasis) Divination (Predict Harvest) Remove Fungus (from Rice)	

Cults F

Cult	Rune 1	Rune 2	Rune 3
Flamal	✠ Augment Athletics (Stand Firm) Augment Athletics (Strength) Augment Health Augment Survival (Gathering) Augment Water Life Barkskin Bear Fruit Bless Plant Enchantment Binding Bless Plant Command Plant Detect Plant Dispel (Plant, Man, Animal and Stasis) Heal Hurt	III Augment Customs Augment Plant Healing Augment Persuasion (Reason) Bless Seeds Dispel (Disorder, Hunger, Chaos and Harmony) Enchantment Harmonise Heal Hurt on Plant Heal Minor Wound on Plant Heal Serious Wound on Plant Heal Strength of Plant Hinder Axe	

Cult	Rune 1	Rune 2	Rune 3
	Hinder Gymnastics Hinder Running Hinder Weapon Physical Agent Wood Shards Remove Fungus (from Plant rune creature) Repair Summon Animated Tree Survive Underwater Transform into Plant Rune Creature Wall of Thorns Wood Weapon		

Cults G

Cult	Rune 1	Rune 2	Rune 3
Gamara	☉ Augment Perception Enchantment Dazzle Farsee Heat Hinder Mace Hinder Stealth Ignite Light Warm Change Environment Heat Change Environment Light Dispel (Fire/Sky, Darkness, Illusion and Hunger) Protection Against Cold Protection Against Fire Survive Cold	☿ Augment Athletics (Jumping) Augment Gymnastics Augment Movement Augment Riding (Horse) Bless Horse Call Horses Command Horse Heal Hurt on Horse Heal Hurt on Horse Heal Minor Wound on Horse Heal Poison on Horse Mobility on Horse Speed Movement on Horse Summon Horse	
Gargrath	♄ Augment Survival (Tracking) Augment Sword Boost Sword Chill Create Tornado ☿ Enchantment Disrupt Extinguish Fanaticism Hinder Flail Hinder Trident Change Environment Cold Dispel (Air, Water, Law and Stasis) Protection Against Air Protection Against Water Survive Environment Cold Air Wall Command Air Elemental Deflect Missile	♊ Augment Gymnastics (Dodge) Curse Crops Dismiss Elemental Disorder Element ☉ Dispel Enchantment Disrupt Hinder Gymnastics Hinder Stealth Hinder Weapon Multimissile Reflect Magic Shatter	

	Dismiss Air Elemental Summon Air Elemental		
Gark	☐ Blessing of Chaos Hinder Armour Hinder Weapon Dispel Hinder Running Shatter Absorption Command Zombie Curse Crops Summon Zombie	☐ Animate Zombie Augment Athletics (Strength, Stand Firm) Augment Grapple Augment Health (Resist Damage) Enchantment Binding Boost Armour Eternal Peace Glue Hinder Gymnastics Hinder Movement Dispel (Movement, Stasis, Air, Illusion, Trade) Absorption Damage Shield Resist Magic	
Gerendetho	☐ Augment Armour Augment Healing Augment Survival Augment Shield (Parry) Command Earth Elemental Detect Metal Detect Gems Dismiss Air or Earth Elemental Dispel (Earth, Air, Mastery and Hunger) Earth Wall Elemental Weapon Earth Enchant Copper Heal Hurt Heal Minor Wound Hinder Gymnastics Hinder Running Hinder Sword Physical Agent Stones Fly Protection Against Air Raise Ground Stone Weapon Summon Earth Elemental Walk on Hills and Mountains	↑ Absorption Augment Athletics Augment Bravery Augment Spear Bless Worshipper Boost Spear Damage Shield Dismiss Animated Tree or Ghost Dispel Divination Extra Personal Action Ghost Shield Make Spear Mindspeech Mobility Multimissile Repair Resist Magic Stamina	
Gerra	☐ Absorption Augment Athletics (Strength, Stand Firm) Augment Bravery Augment Health (Resist Damage) Enchantment Binding Damage Shield Dispel (Movement, Stasis, Air, Illusion, Trade) Glue	III Attach Spirit Augment Customs Augment Healing Augment Persuasion (Reason) Bless Cursed Person Cure Passion Ghost Possession Detect Enemies Dispel Extension Enchantment Harmonise Heal Hurt	

	Hinder Gymnastics Hinder Movement Repair Resist Magic Stamina Take on Pain (Change Health (Resist Damage) to Healing)	Heal Minor Wound Heal Serious Wound Heal Strength Hinder Weapon Ignore Pain Mind Link Enchantment Peace Repair	
Gorakiki	● Augment Mace (Attack) Augment Persuasion (Intimidation) Augment Stealth Boost Mace Detect Enemies Dispel (Darkness, Earth, Trade and Truth) Enchantment Fear Hinder Axe Hinder Bravery Hinder Perception Night Vision Protection Against Earth	▼ All functions from associated insect rune.	
Gorgorma	● Augment Mace (Attack) Augment Persuasion (Intimidation) Augment Stealth Boost Mace Command Bear Command Dog Command Earth Elemental Command Fear Ghost Detect Detection Detect Enemies Dispel (Darkness, Earth, Trade and Truth) Enchantment Fear Hide Individual Hinder Axe Hinder Bravery Hinder Perception Silence Summon Fear Ghost	⚔ Augment Gymnastics (Dodge) Enchantment Befuddle Curse Births Curse Crops Curse Production Curse Man Detect Detection Detect Traps Dismiss Elemental Disorder Element ● Dispel Enchantment Disrupt Hinder Gymnastics Hinder Stealth Hinder Weapon Reflect Magic Second Mouth Shatter Waste Loins	
Gustbran	☉ Augment Craft (Smithing, Pottery, Brickmaking) Bless Forge Bless Kiln Bonfire Change Environment Heat Command Fire Elemental Detect Gold Dismiss Darkness or Fire Elemental Dispel (Fire/Sky, Darkness, Illusion and Hunger)	☞ Bless Craft Tools Move Fire ☉ Shape Bronze	

	Elemental Weapon Fire Enchant Gold Extinguish Fire Wall Heat Hinder Mace Ignite Light Physical Agent Fire Protection Against Cold Protection Against Fire Summon Gustbran Suppress Gustbran Survive Cold Warm		
--	---	--	--

Cults H

Cult	Rune 1	Rune 2	Rune 3
Heler	 Augment Persuasion (Seduction) Augment Trident Change Environment Rain  Change Sex Command Cloud Elemental Dismiss Fire or Cloud Elemental Divination (Predict Weather) Extinguish Healthy Sheep (Bless Sheep) Hinder Bow Physical Agent Water Survive Underwater Walk on Water Subcults: Engazi (Lorion): Summon Undine, Command Undine Lord of the Golden Tear: Change Environment - Torrential Downpour Tarena: Summon Cloud Elemental	 Augment Gymnastics Augment Movement Nimble Sheep (Bless Sheep) Flight Move Object  Subcults: Uroth: Pass Through Barrier	
Himile	 Augment Mace (Attack) Augment Persuasion (Intimidation) Boost Mace Change Environment Cold Chill Cold Wall Command Cold Elemental Cool Dismiss Cold Elemental Dispel (Darkness, Earth, Trade and Truth)	 Enchantment Binding Glue Hinder Gymnastics Hinder Movement Dispel (Movement, Stasis, Air, Illusion, Trade) Damage Shield Resist Magic Stop Object 	

Cult	Rune 1	Rune 2	Rune 3
	Elemental Weapon Cold Hinder Axe Ice Wall ☞ Physical Agent Cold Silence Summon Cold Elemental Survive Cold		
Hon-eel	☒ Augment Arts (Dancing) Attach Spirit Augment Gymnastics (Balancing, Tumbling) Augment Health Augment Persuasion (Seduction) Augment Streetwise (Find Contact) Bless Birth Blood Field Ritual (Bless Crops – Maize) Dance of Defence (Change Arts (Dance) for Gymnastics (Dodge)) Detect Life Dispel (Fertility, Death, Hunger and Disorder) Divination Extra Personal Action Fertile Animal (Bless animal) Heal Hurt Heal Minor Wound Heal Poison Heal Strength Hinder Sword Protect Maize from Pestilence (Bless Crops) Remove Fungus (from Maize)		
Humakt	† Augment Persuasion (Intimidation) Augment Sword Augment Sword Damage Boost Sword Curse Births Curse Crops Detect Ghost or Undead Detect Life Dismiss Animated Tree, Ghost or Undead Dispel (Fertility, Earth, Spirit and Harmony) Enchantment Disrupt Enchant Iron Extra Attack Enchantment Fear Ghost Shield Hinder Armour	Y Augment Bravery Augment Perception Detect Ambush Detect Lie Dispel (Illusion, Darkness, Disorder and Chaos) Heal Courage Oath	

Cult	Rune 1	Rune 2	Rune 3
	Hinder Bravery Hinder Health Sever Spirit 𐌹𐌺𐌰𐌸𐌰𐌹𐌺 or 𐌹𐌺𐌰𐌸𐌰𐌹𐌺 Speed Weapon Subcults: Indrodar Greydog: Destroy Undead Ingenew Redson: Augment Craft (Swordsmith), Bless Sword Smith's Forge Yan Starcere: Parry Other Blow		
Hwarin Dalthippa	𐌹𐌺𐌰𐌸𐌰𐌹𐌺 Augment Athletics (Jumping) Augment Gymnastics Augment Movement Augment Shield (Parry) Augment Weapon (Thrown) Divination Extra Attack Mobility Multimissile Speed Movement Speed Weapon		
Hyraos	𐌹𐌺𐌰𐌸𐌰𐌹𐌺 Augment Arts Augment Customs Augment Leadership and Oratory (Persuasive Speech) Augment Persuasion (Reason) Bring Happiness With Harp (Magical Action) Dispel (Disorder, Hunger, Chaos and Harmony) Enchant Harp (Bless Harp) Extension Enchanted Music (Change Arts (Music) to Persuasion or Leadership and Oratory) Enchantment Harmonise Hinder Weapon Mindspeech Enchantment Peace Song of Laughter	𐌹𐌺𐌰𐌸𐌰𐌹𐌺 Augment Knowledge Augment Perception Augment Persuasion (Reason) Change Environment Light Enchantment Dazzle Dismiss Darkness Elemental Dispel (Fire/Sky, Darkness, Illusion and Hunger) Enchant Gold Farsee Ghost Shield Heal Courage Hinder Mace Hinder Stealth Light	

Cults I

Cult	Rune 1	Rune 2	Rune 3
Ikadz	𐌹𐌺𐌰𐌸𐌰𐌹𐌺 Augment Athletics (Damage) Enchantment Binding Blessing of Chaos Boost Weapon Dispel	𐌹𐌺𐌰𐌸𐌰𐌹𐌺 Augment Craft (Torture) Augment Perception (Understand Motives) Augment Persuasion (Intimidation)	

Cult	Rune 1	Rune 2	Rune 3
	Enchantment Disrupt Enchantment Fear Heal Hurt Hinder Armour Hinder Health Hinder Running Hinder Weapon Pain Blow Enchantment Poison Shatter	Detect Lie	
Inora	 Air Wall Change Environment Cold Change Environment Snow  Change Environment Stillness  Chill Command Air Elemental Dismiss Air Elemental Dispel (Air, Water, Law and Stasis) Extinguish Fanaticism Physical Agent Ice  Protection Against Air Protection Against Water See Through Fog Summon Air Elemental Survive Environment Cold Walk on Hills and Mountains Walk on Snow and Ice	 Absorption Augment Athletics (Strength, Stand Firm) Augment Bravery Augment Grapple Augment Health (Resist Damage) Enchantment Binding Boost Armour Damage Shield Dispel (Movement, Stasis, Air, Illusion, Trade) Freeze Ground Glue Hinder Gymnastics Hinder Movement Resist Magic Stop Object 	
Iphara	 Change Environment Fog Cloak of Fog Command Air Elemental Confusing Fog Deflect Missile Dismiss Air Elemental Dispel (Air, Water, Law and Stasis) Hinder Flail Hinder Trident Protection Against Air Protection Against Water See Through Fog Summon Air Elemental Survive Environment Cold	 Augment Gymnastics (Dodge) Augment Persuasion (Fast Talk) Augment Stealth Enchantment Befuddle Clairvoyance Block Confusing Mist (Change Stealth to Gymnastics (Dodge)) Detect Illusion Detection Blank Dispel (Truth, Darkness, Trade and Illusion) Hide Individual Hide Object Hinder Perception Silence	
Iphigos	 Augment Arts (Sculpture, Painting, Mosaic) Augment Craft (Sculpture, Painting, Mosaic) Detect Illusion Dispel (Truth, Darkness, Trade and Illusion)		

Cult	Rune 1	Rune 2	Rune 3
	Illusion		
Irrippi Ontor (can use one of these two runes unless Illuminated)	Y Augment Arts (Literary) Augment Literacy Augment Leadership and Oratory (Persuasive Speech) Augment Perception Augment Persuasion (Reason) Clairvoyance Detect Lie Dispel (Illusion, Darkness, Disorder and Chaos) Divination (Advanced) Farsee Heal Mind Mind Link Mindspeech	∴ Augment Arts (Literacy) Augment Persuasion (Fast Talk) Enchantment Befuddle Clairvoyance Block Enchantment Dazzle Detect Illusion Detection Blank Dispel (Truth, Darkness, Trade and Illusion) Divination Block Hide Individual Hide Object Hinder Perception Illusion Reflect Magic Reflect Missile Silence	
Issaries	⚡ Augment Arts (Poetry) Augment Customs Augment Oratory and Leadership (Persuasive Speech) Augment Persuasion Augment Streetwise Clairvoyance Clairvoyance Block Create Market Detect Enemies Detect Money Divination Equal Exchange (Persuasion (Fair Trade) as a magical action) Evaluate Hide Object Hinder (Crooked Trade, Fair Trade) Mind Link Mindspeech Safe Silvertongue (Persuasion (Reason) as Magical Action) Speak Language Speak to the Dead Trade Magic Warding Subcults: Harst: Bargain Garzeen: Bless Market Goldentongue: Friendly Greeting Thereltoro: Recite Message	⚡ Augment Movement Detect Ambush Detect Hidden Path Mobility Path Watch	

Cults J

Cult	Rune 1	Rune 2	Rune 3
Jajagappa	III Augment Customs Augment Healing Augment Leadership and Oratory (Persuasive Speech) Augment Persuasion (Reason) Detect Enemies Augment Perception Augment Spear Augment Survival Bless Cursed Person Dispel (Disorder, Hunger, Chaos and Harmony) Enchantment Harmonise Heal Hurt Heal Minor Wound Heal Strength Hinder Weapon Mind Link Repair	✂ Attach Spirit Augment Persuasion (Intimidation) Clairvoyance Command Ghost Cure Passion Ghost Possession Detect Ghost Dispel Divination Extension Enchantment Fear Ghost Shield Mindspeech Resist Magic Summon Ghost Dog (Possession Ghost)	
Jakaleel the Witch	✂ Attach Spirit Augment Persuasion (Intimidation) Clairvoyance Command Ghost Detect Ghost Dismiss Ghost Dispel Divination Extension Enchantment Fear Ghost Shield Mindspeech Mind Link Multispell Resist Magic Summon Madness Ghost Summon Passion Ghost Warding		

Cults K

Cult	Rune 1	Rune 2	Rune 3
Kana Poor	Y Augment Bravery Augment Perception Clairvoyance Detect Detection Dispel (Illusion, Darkness, Disorder and Chaos) Divination (Advanced) Farsee		

Cult	Rune 1	Rune 2	Rune 3
	Heal Mind Mind Link Mindspeech		
Kastok	 Augment Mounted Bow (Attack) Augment Leadership and Oratory (Commanding Speech) Augment Perception Augment Mounted Spear (Attack) Enchantment Dazzle Elemental Weapon Fire Farsee Hinder Stealth Ignite Light Light Wall Mobility (Horse) Warm Dispel (Fire/Sky, Darkness, Illusion and Hunger) Ghost Shield Heal Courage Protection Against Cold Protection Against Fire Survive Cold Dismiss Darkness Elemental Warding	 Augment Tactics Augment Oratory and Leadership (Commanding Speech) Augment Ride (Horse) Augment Bravery (Lead from the Front) Multimissile Resist Spirit Magic Saggitus Shot Stamina (Horse) Turn Arrow (Supernatural Action to stop user or mount being hit with an arrow)	
Kero Finn	 Absorption Augment Armour Augment Healing Augment Survival Bless Birth Bless Marriage Cold in Mountains (Change Environment Cold) Command Earth Elemental Dismiss Air or Earth Elemental Dispel (Earth, Air, Mastery and Hunger) Earth Wall Enchant Copper Heal Hurt Heal Minor Wound Snow in Mountains (Change Environment) Summon Earth Elemental Wind in Mountains (Change Environment Wind) Subcults: Lady of the Wild: Command Animal Inora: Freeze Ground	 Augment Oratory and Leadership (Commanding Speech) Bless King of Dragon Pass Command Alynx Command Orlanthi Summon Alynx Subcults: Ganval: Command Elemental Sorana Tor: Human Sacrifice	

Cult	Rune 1	Rune 2	Rune 3
Koveria	 Augment Knowledge Augment Perception Augment Persuasion (Reason) Change Environment Light Enchantment Dazzle Dismiss Darkness Elemental Dispel (Fire/Sky, Darkness, Illusion and Hunger) Divination Enchant Gold Farsee Ghost Shield Heal Courage Hinder Mace Hinder Stealth Light Light Wall Protection Against Cold Protection Against Fire Survive Cold Warding	 Attach Spirit Augment Arts Augment Customs Augment Healing Augment Leadership and Oratory (Persuasive Speech) Augment Persuasion (Reason) Augment Streetwise (Fair Trade) Bless Births Bless Cursed Person Detect Enemies Dispel Dispel (Disorder, Hunger, Chaos and Harmony) Extension Enchantment Harmonise Harmonise Element  Heal Hurt Heal Minor Wound Heal Serious Wound Heal Strength Hinder Weapon Mind Link Enchantment Peace Repair	
Krasht	 Absorption Augment Health Blessing of Chaos Boost Weapon Command Krashtkid Dispel Enchantment Disrupt Enchantment Fear Heal Hurt Hinder Armour Hinder Health Hinder Running Hinder Weapon Enchantment Poison Shatter Summon Krashtkid	 Absorption Augment Athletics (Damage) Augment Carnivore Bite Augment Persuasion (Intimidation, Fast Talk) Augment Stealth Augment Carnivore Bite Curse Person Enchantment Binding Boost Carnivore Bite Brew Ptratzim Command Krashtide Dispel (Fertility, Harmony, Earth and Hunger) Enchantment Disrupt Enchantment Drain Enchantment Fear Glue Hinder Running Silence Summon Krashtide (Passion Ghost Violent, Faithless, Deceitful, Selfish, Cruel, Reckless) Sweat Acid Teeth	
Krjalk			

Cult	Rune 1	Rune 2	Rune 3
	Augment Athletics (Damage) Augment Health Become Krjalki Blessing of Chaos Boost Weapon Chaos Conversion Dispel Enchantment Disrupt Fanaticism Hinder Armour Hinder Weapon Enchantment Mind Blast Multimissile Tap	Augment Athletics (Jumping) Augment Gymnastics Mobility Extra Attack Speed Weapon	
Kyger Litor	✂ Augment Persuasion (Intimidation) Clairvoyance Command Darkness Ghost Cure Passion Ghost Possession Curse Person Detect Ghost Dismiss Ghost Dispel Divination Extension Enchantment Fear Ghost Shield Mindspeech Multispell Resist Magic Summon Darkness Ghost Warding	● Augment Mace (Attack) Augment Persuasion (Intimidation) Augment Stealth Blinding Boost Mace Change Environment Darkness Command Darkness Elemental Counterchaos Darksee Dark Wall Detect Detection Detect Enemies Detect Lead Dismiss Darkness or Earth Elemental Dispel (Darkness, Earth, Trade and Truth) Enchant Lead Enchantment Fear Hinder Axe Hinder Bravery Hinder Perception Protection Against Earth Summon Darkness Elemental	✖ Augment Customs Bless Cursed Uz Charm (if a female Uz can charm a male Uz) Detect Uz Dispel (Man, Plant, Animal and Disorder) Heal Hurt on Uz Heal Minor Wound on Uz Heal Poison on Uz

Cults L

Cult	Rune 1	Rune 2	Rune 3
Lanbril	✂ Augment Gymnastics (Dodge) Augment Streetwise (Crooked Trade, Find Contact) Detect Detection Detect Traps Enchantment Disrupt Hinder Weapon Detection Blank Dispel Shatter	∴ Augment Persuasion (Fast Talk) Augment Stealth Enchantment Befuddle Clairvoyance Block Enchantment Dazzle Detection Blank Divination Block Face of Lanbril Forget Hide Individual	

Cult	Rune 1	Rune 2	Rune 3
		Hide Object Hinder Perception Invisibility Silence	
Lesillia	□ Absorption Augment Water Life (Swimming) Augment Bow (Attack) Augment Craft (Beadmaking) Augment Gymnastics (Balancing, Tumbling) Augment Healing Augment Streetwise (Fair Trade) Augment Thrown Rock Boost Bow Boost Thrown Rock Call Child Call Dog Ease Birth (Bless Birth) Fall Down Detect Gems Detect Lie Detect Life Detect Silver Dismiss Air or Earth Elemental Divination Enchant Copper Extinguish Good Marriage (Bless Marriage) Heal Courage Heal Mind Make Beads Night Vision Enchantment Peace Travel Home Warm	⌘ Attach Spirit Augment Arts (Dancing) Augment Health Augment Persuasion (Seduction, Reason) Augment Streetwise (Crooked Trade, Find Contact) Bless Child Bless Children (Bless Birth) Charm (male member of a lunar or fire/sky cult) Dispel (Fertility, Death, Hunger and Disorder) Extra Personal Action Heal Hurt Heal Minor Wound Heal Poison Heal Strength	
Lhankor Mhy	Δ Augment Customs Augment Knowledge (Law) Detect Illusion Dispel (Law, Chaos, Disorder, Illusion, Luck, Hunger and Moon) Multispell	Υ Analyse Magic Augment Perception Augment Persuasion (Reason) Clairvoyance Detect Enemy Detect Lie Dispel (Illusion, Darkness, Disorder and Chaos) Divination (Advanced) Heal Mind Item Knowledge Mind Read Mind Link Mindspeech Reconstruction Translate Truespeak Write Sacred Script	

Cult	Rune 1	Rune 2	Rune 3
		Subcults: The Grey Ones: Augment Craft (Mapmaking) Difar Deepsighted: Augment Knowledge (Evaluate Treasure) Irnar: Augment Knowledge (City Law) Wild Sages: Augment Survival, Augment Stealth	
Lodril	☿ Attach Spirit Augment Health Augment Persuasion (Seduction) Fertility (Bless Births) Bless Cursed Worshipper Dispel (Fertility, Death, Hunger and Disorder) Extra Personal Action Heal Hurt Heal Minor Wound Heal Poison Heal Strength Satisfy Goddess (Charm (female member of a fertile earth religion))	☼ Augment Spear Boost Spear Change Environment Heat Command Fire Elemental Command Gustbran Command Mahome Command Oakfed Detect Metal Dismiss Darkness or Fire Elemental Dispel (Fire/Sky, Darkness, Illusion and Hunger) Divination Earthwarm (Bless Crops) Earth Wall Elemental Weapon Fire Enchant Gold Summon Gustbran Summon Mahome Summon Oakfed Suppress Gustbran Suppress Mahome (Extinguish) Suppress Oakfed Fire Wall Flame Skin Heat Ignite Physical Agent Fire Physical Agent Quake Protection Against Cold Protection Against Fire Summon Fire Elemental Survive Cold Warding Warm	☿ Augment Gymnastics (Dodge) Augment Persuasion (Fast Talk) Enchantment Befuddle Dismiss Elemental Disorder Element ☼☐ Dispel Enchantment Disrupt Hinder Gymnastics Hinder Stealth Hinder Weapon Reflect Magic Shatter
Lokarnos	☼ Augment Bravery Augment Health (Endurance) Augment Perception Change Environment Heat Change Environment Light Coin Wheel Command Fire Elemental Enchantment Dazzle Detect Gold or Silver	♀ Augment Movement Augment Ride (Waggon) Augment Streetwise (Fair Trade, Bureaucracy) Bear Burden Bless Waggon Dispel (Stasis, Movement) Escape Combat	

Cult	Rune 1	Rune 2	Rune 3
	Dismiss Darkness or Fire Elemental Dispel (Fire/Sky, Darkness, Illusion and Hunger) Enchant Gold Farsee Ghost Shield Heal Courage Heat Hinder Mace Hinder Stealth Ignite Light Light Wall Protection Against Cold Protection Against Fire Purify Gold Repair Safe Survive Cold Warding Warm Weigh Gold	Hie Waggon (as Mobility but on Waggon and all its draft animals) Mobility Move Object ☉ Open or Close Gate Speed Movement	
Lorion	☉ Augment Perception Change Environment Light Enchantment Dazzle Dismiss Darkness Elemental Enchant Gold Farsee Ghost Shield Heal Courage Hinder Mace Hinder Stealth Light Protection Against Fire Survive Cold Warding	⚡ Augment Flail Augment Persuasion (Fast Talk) Augment Trident Augment Water Life Bless Fishery Bless Boat Command Water Creature Command Water Elemental Detect Water Dismiss Fire or Water Elemental Dispel (Chaos, Water, Fire/Sky, Stasis and Power) Divination (Events Around the River) Drown Chaos Elemental Weapon Water Enchant Quicksilver Extinguish Physical Agent Water Summon Undine Survive Underwater Swim Up River Wash Enemy Down River Water Wall	

Cults M

Cult	Rune 1	Rune 2	Rune 3
Magasta	☿ Augment Gymnastics Augment Movement	⚡ Augment Flail	† Augment Persuasion (Intimidation)

Cult	Rune 1	Rune 2	Rune 3
	Dispel (Stasis, Movement) Extra Attack Mobility Move Object ✂ Speed Movement Speed Weapon	Augment Oratory and Leadership (Commanding Speech) Augment Trident Augment Water Life Summon Sea Monster Command Water Creature Command Water Elemental Curse Ship Detect Water Dismiss Fire or Water Elemental Dispel (Water, Fire/Sky, Stasis and Power) Divination Elemental Weapon Water Enchant Quicksilver Extinguish Hinder Bow Hinder Running Hinder Spear Magnify Command Physical Agent Water Submerge Survive Underwater Water Wall Whirlpool	Augment Flail Damage Augment Trident Damage Curse Births Curse Fishery Dismiss Ghost Dispel (Fertility, Earth, Spirit and Harmony) Enchantment Disrupt Enchantment Fear Ghost Shield Hinder Bravery Hinder Health Sever Spirit ✂
Mahaquata	† Augment Persuasion (Intimidation) Boost Mace Curse Births Curse Crops Detect Ghost Dismiss Ghost Dispel (Fertility, Earth, Spirit and Harmony) Enchantment Disrupt Enchant Iron Extra Attack Enchantment Fear Ghost Shield Hinder Armour Hinder Bravery Hinder Health Sever Spirit ⚔☠☠	● Augment Mace (Attack) Augment Persuasion (Intimidation) Augment Stealth Blinding Boost Mace Change Environment Night Command Darkness Elemental Command Darkness Ghost Curse Enemy Dark Wall Detection Blank Dismiss Darkness or Earth Elemental Dispel (Darkness, Earth, Trade and Truth) Echolocation Enchantment Fear Hinder Bravery Hinder Perception Night Vision Protection Against Earth Silence Summon Darkness Elemental Summon Darkness Ghost Wings	
Mahome	☉ Bless Home	III Attach Spirit	

Cult	Rune 1	Rune 2	Rune 3
	Command Mahome Dismiss Darkness Elemental Dispel (Fire/Sky, Darkness, Illusion and Hunger) Extinguish Heal Courage Heat Ignite Light Protection Against Cold Protection Against Fire Summon Mahome Survive Cold Warm	Augment Customs Augment Healing Augment Persuasion (Reason) Bless Births Detect Enemies Dismiss (Brain Fever Ghost, Fever Ghost) Dispel (Disorder, Hunger, Chaos and Harmony) Extension Enchantment Harmonise Harmonise Element ☉ Heal Hurt Heal Minor Wound Heal Serious Wound Heal Strength Hinder Weapon Enchantment Peace Repair	
Maran Devor	☐ Absorption Augment Armour Augment Mace (Attack) Augment Shield Damage Dismiss Animated Tree, Air or Earth Elemental Dispel (Earth, Air and Mastery) Enchantment Drain Earth Wall Elemental Weapon Earth Enchant Copper Hinder Gymnastics Hinder Running Hinder Sword Physical Agent Quake Physical Agent Stones Fly Protection Against Air Stone Weapon Unbreakable Shield	† Augment Mace Damage Augment Persuasion (Intimidation) Boost Mace Curse Births Curse Crops Detect Ghost Detect Life Dispel (Fertility, Earth, Spirit and Harmony) Enchantment Disrupt Enchantment Fear Extra Attack Ghost Shield Hinder Armour Hinder Bravery Hinder Health Mace Trance	
Maran Gor	☐ Absorption Augment Armour Augment Athletics (Strength, Inflict Damage, Stand Firm) Augment Axe Augment Mace (Attack) Command Earth Elemental Command Quakebeast (Dinosaur) Create Fissure Curse Earth Dismiss Air or Earth Elemental Dispel (Earth, Air, Mastery)	☿ Curse Births Curse Crops Disorder Element ☐ Enchantment Disrupt Hinder Gymnastics Hinder Stealth Hinder Weapon Shatter	

Cult	Rune 1	Rune 2	Rune 3
	Divination (Predict Earthquake, Raid Omens) Enchantment Drain Earth Wall Elemental Weapon Earth Enchant Copper Enhance Quake Hinder Gymnastics Hinder Running Hinder Sword Open Trench Physical Agent Quake Physical Agent Stones Fly Protection Against Air Raise Ground Solidify Dust Stone Weapon Stoneskin Summon Earth Elemental		
Mastakos	 Augment Athletics (Jumping) Augment Gymnastics Augment Movement Augment Weapon (Thrown) Balance Leap Carry Companion Dispel (Stasis, Movement) Extra Attack Great Leap (Jump as a Supernatural Action) Mobility Never Stuck Speed Movement Speed Weapon Teleport Travel Into the West Walk on Water		
Mee Vorala	 Augment Stealth Chill Cool Dark Wall Detect Detection Hinder Axe Hinder Perception Night Vision Silence Survive Cold Change Environment Darkness Change Environment Night Protection Against Earth Command Darkness Elemental Dismiss Darkness or Earth Elemental Dismiss Earth Elemental Hide Individual	 Augment Health Augment Survival (Gathering) Enchantment Binding Bless Fungus (Bless Crops) Detect Fungus Dispel (Plant, Man, Animal and Stasis) Divination (Predict Threat to Fungus) Heal Hurt Hinder Gymnastics Hinder Running Hinder Weapon Moulder Remove Fungus Repair	

Cult	Rune 1	Rune 2	Rune 3
	Hide Object Invisibility (light level Night) Summon Darkness Elemental		
Molonni	☯ Air Wall Augment Persuasion (Seduction) Cause Drought (Curse Crops, Curse Animals) ◀ Change Environment Cloudclear Change Environment Stillness ◀ Chill Deflect Missile Desiccate ◀ Detect Bronze Dismiss Air Elemental Dispel (Air, Water) Enchantment Disrupt Divination (Predict Weather) Hinder Flail Hinder Sword Hinder Trident Protection Against Air Protection Against Water Stop Breath Survive Environment Cold	♀ Absorption Augment Athletics (Stand Firm) Augment Bravery Enchantment Binding Damage Shield Dispel (Movement, Stasis, Air, Illusion, Trade) Glue Grounding Hinder Gymnastics Hinder Movement Enchantment Peace Resist Magic Stop Object ☯	

Cults N

Cult	Rune 1	Rune 2	Rune 3
Natha	● Augment Persuasion (Intimidation) Augment Stealth Boost Mace Change Environment Darkness Change Environment Night Dark Wall Detect Detection Detect Enemies Detection Blank Dismiss Darkness Elemental Dismiss Earth Elemental Dispel (Darkness, Earth, Trade and Truth) Elemental Weapon Cold Enchantment Fear Hinder Axe Hinder Bravery Night Vision Protection Against Earth Silence Survive Cold	† Augment Persuasion (Intimidation) Augment Dagger Augment Dagger Damage Augment Sword Augment Sword Damage Avenging Fury Boost Dagger Boost Sword Curse Births Curse Crops Curse The Unjust Dance Past Blades Detect Life Devastating Riposte Dispel (Fertility, Earth, Spirit and Harmony) Divination (Find Perpetrator of Injustice, Determine Restitution Required, Apportion Blame) Enchantment Disrupt Extra Attack Enchantment Fear Ghost Shield	

Cult	Rune 1	Rune 2	Rune 3
		Hinder Armour Hinder Bravery Hinder Health Speed Weapon	
Naveria	☉ Augment Bow (Attack) Augment Leadership and Oratory (Commanding Speech) Augment Perception Augment Spear Change Environment Light Enchantment Dazzle Detect Gold Dismiss Darkness Elemental Dispel (Fire/Sky, Darkness, Illusion and Hunger) Divination Elemental Weapon Fire Enchant Gold Farsee Ghost Shield Heal Courage Heat Hinder Mace Hinder Stealth Ignite Light Light Wall Multimissile Protection Against Cold Protection Against Fire Survive Cold Warding Warm	☿ Attach Spirit Augment Arts (Cooking, Dancing) Augment Crafts (Brick Making) Augment Health Augment Persuasion (Seduction) Augment Survival (Gathering) Bless Person Ease Birth (Bless Birth) Protect City (Bless City) Detect Life Dispel (Fertility, Death, Hunger and Disorder) Extra Personal Action Heal Hurt Heal Minor Wound Heal Poison Heal Strength Hinder Sword Plant Songs (Bless Crops) Renew Life	♊ Augment Athletics (Climbing, Jumping) Augment Gymnastics Augment Movement Augment JLS (Thrown) Dispel (Stasis, Movement) Extra Attack Fight Giants Guard From Giants Mobility Speed Movement Speed Weapon Walk on Hills and Mountains

Cults O

Cult	Rune 1	Rune 2	Rune 3
Odayla	♈ Augment Athletics (Damage, Strength, Climbing, Stand Firm) Augment Claws Augment Health (Resist Damage) Augment Running Augment Stealth (Sneak, Hide) Augment Survival Augment Teeth Claws Command Bear Fanaticism Heal Hurt on Bear Heal Minor Wound on Bear Heal Poison on Bear Hibernate	♋ Acute Hearing Augment Athletics (Strength) Augment Thrown Weapon Deflect Missile Divination (Predict Hunt) Protection Against Air Protection Against Water Steal Last Breath Survive Environment Cold Terrifying Roar (Enchantment Fear)	

Cult	Rune 1	Rune 2	Rune 3
	Increase Size Multimissile Olfaction Return to Life Summon Bear Survive Cold Teeth Thick Fur Transform Into Bear		
Orogeria	† Attract (Prey Animal) Augment Bow (Attack) Bless Hunt Boost Bow Augment Bravery Detect Life Enchantment Disrupt Extra Attack with Bow Enchantment Fear Ghost Shield Hinder Armour Multimissile Speed Weapon	ᚱ Augment Athletics (Jumping, Climbing) Augment Gymnastics Augment Movement Augment Stealth (Sneaking) Augment Survival (Tracking) Augment Weapon (Thrown) Dispel (Stasis, Movement) Divination (Predict Hunt, Find Prey, Predict Threats to Hunting Grounds) Gather Hunters Mobility Speed Movement Speed Weapon	
Oria	ᚷ Attach Spirit Augment Arts (Dancing) Augment Gymnastics (Balancing, Tumbling) Augment Health Augment Persuasion (Seduction) Augment Streetwise (Crooked Trade, Find Contact) Augment Survival (Gathering) Bless Cursed Person Detect Life Dispel (Fertility, Death, Hunger and Disorder) Divination Extra Personal Action Fertile Soil (Bless Crops) Fortune Good Pigs (Bless Pigs) Heal Hurt Heal Minor Wound Heal Poison Heal Strength Healthy Barley (Bless Barley) Hinder Sword Mother of Many (Bless Birth) Protection Against Cold Remove Fungus Strong Cattle (Bless Cattle)	☐ Absorption Augment Healing Augment Survival Banish Winter Warm Earth (Bless Crops) Command Earth Elemental Detect Metal Detect Gems Dismiss Air Elemental Dismiss Earth Elemental Dispel (Earth, Air, Mastery and Hunger) Earth Wall Enchant Copper Heal Hurt Heal Minor Wound Hinder Gymnastics Hinder Running Hinder Sword Protection Against Air Summon Earth Elemental	
Orlanth	ᚠ	ᚱ	ᚱ

Cult	Rune 1	Rune 2	Rune 3
	Air Wall Augment Leadership and Oratory (Commanding Speech) Boost Arts (Oral Poetry) Boost Sword Change Environment Cold Change Environment Wind  Chill Command Air Elemental Deflect Missile Detect Bronze Dismiss Air Elemental Dispel (Air, Water, Law and Stasis) Enchantment Disrupt Divination Elemental Weapon Lightning † Elemental Weapon Thunder Elemental Weapon Wind  Enchant Silver Extinguish Fanaticism Flight  Hinder Flail Hinder Trident Lightning Wall † Physical Agent Lightning † Physical Agent Thunder Physical Agent Wind  Protection Against Air Protection Against Water Summon Air Elemental Survive Environment Cold Subcults: Barntar: Augment Grapple Hedkoranth: Augment Sling, Thunderstone Helamakt: Killer Rain Gale (Physical Agent Wind), Blinding Shadow, Falling Wind Heler: Change Environment Rain	Augment Athletics (Jumping) Augment Gymnastics Augment Movement Augment Shield (Parry) Augment JLS (Thrown) Dispel (Stasis, Movement) Extra Attack Magic Leap (Jump as a Supernatural Action) Mobility Move Object  Speed Movement Speed Weapon Teleport Throw Far Walk on Water Subcults: Barntar: Augment Craft (Ploughing) Desemborth: Augment Stealth, Detect Trap, Detection Blank Destor: Augment Sword, Fight With Blinding Speed Finnovan: Augment Sword, Searing Bolt (Physical Agent Lightning), Rolling Thunder, Spare Me (Boost Armour), Cattle Thief Mastakos: Drive Chariot Over Terrain Niskis  : Augment Persuasion (Seduction), Fertile Women (Bless Births), Fertile Animals (Bless Animal Births), Fertile Fields (Bless Crops)	Awe Crowd Bless Stead Call Orlanthe Followers Command Orlanthe Followers Mind Link Multimissile Resist Magic Warding Subcults: Thunder Brothers: Augment Air Rune Dar: Bless Clan Rex: Bless Tribe
Oropum	 Enchantment Befuddle Change Environment Heat Change Environment Light Enchantment Dazzle Detect Detection Detect Gold Detect Illusion Detect Lie Detect Magic Detection Blank Dismiss Darkness Elemental or Fire Elemental	 Attach Spirit Augment Arts (Dancing) Augment Craft (Cooking) Augment Gymnastics (Balancing, Tumbling) Augment Health Augment Persuasion (Seduction) Augment Survival (Gathering) Detect Life Dispel (Fertility, Death, Hunger and Disorder) Extra Personal Action	

Cult	Rune 1	Rune 2	Rune 3
	Dispel (Fire/Sky, Darkness, Illusion and Hunger) Divination Farsee Ghost Shield Heal Courage Heat Hinder Mace Hinder Perception Hinder Stealth Ignite Light Light Wall Protection Against Cold Protection Against Fire Silence Survive Cold Warding Warm Warm Field in Sea Season (Bless Crops)	Heal Hurt Heal Minor Wound Heal Poison Heal Strength Hinder Sword Multiply Root Crops (Bless Crops)	
Oroypsus	⚔ Attach Spirit Augment Arts (Dancing, Wind Making) Augment Craft (Wine Making) Augment Gymnastics (Balancing, Tumbling) Augment Health Augment Persuasion (Seduction) Enchantment Befuddle Bless Vines (Bless Crops) Detect Life Dispel (Fertility, Death, Hunger and Disorder) Enhance Festival (Bless Festival) Extra Personal Action Heal Hurt Heal Minor Wound Heal Poison Heal Strength Enchantment Peace	☐ Absorption Prepare Vineyard (Bless Crops) Dismiss Air or Earth Elemental Dispel (Earth, Air, Mastery and Hunger) Heal Hurt Heal Minor Wound Hinder Gymnastics Hinder Running Hinder Weapon	
Oslira	⚡ Augment Flail Augment Movement (Swimming) Augment Persuasion (Fast Talk) Augment Trident Augment Water Life Augment Weapon (Thrown) Bless River Craft Command Naiad Command Water Creature Command Water Elemental Curse Fishery	⚔ Attach Spirit Augment Health Augment Persuasion (Seduction) Augment Streetwise (Crooked Trade, Find Contact) Augment Survival (Gathering) Detect Life Dispel (Fertility, Death, Hunger and Disorder) Extra Personal Action Heal Hurt Heal Minor Wound	

Cult	Rune 1	Rune 2	Rune 3
	Curse River Craft Detect Water Dismiss Fire Elemental, Water Elemental or Cloud Elemental Dismiss Naiad Dispel (Water, Fire/Sky, Stasis and Power) Divination (See Events in River Valley) Elemental Weapon Water Enchant Quicksilver Extinguish Extra Attack Float Hinder Bow Hinder Running Hinder Spear Mobility (in Water) Move Object ✖ Physical Agent Water Purify Water River Fisher (Bless Fishery) Speed Movement (in Water) Speed Weapon Summon Naiad Summon Water Elemental Survive Underwater Teleport (from one location in the river to another) Water Wall	Heal Poison Heal Strength Hinder Sword Irrigate Fields (Bless Crops) Purify water	
Ourania	☉ Augment Bow (Attack) Augment Knowledge Augment Leadership and Oratory (Commanding Speech) Augment Perception Bless Cursed Person Change Environment Light Command Fire Elemental Enchantment Dazzle Detect Gold Dismiss Darkness Elemental or Fire Elemental Dispel (Fire/Sky, Darkness, Illusion and Hunger) Divination (Advanced) Enchant Gold Farsee Ghost Shield Heal Courage Hinder Mace Hinder Stealth Ignite Light Light of Wisdom (Right Tear)	☾ Absorption Augment Bravery Augment Health (Resist Damage) Augment Persuasion (Reason) Enchantment Binding Boost Armour Damage Shield Dispel (Movement, Stasis, Air, Illusion, Trade) Glue Hinder Gymnastics Hinder Movement Repair Resist Magic Stop Object ☉	

Cult	Rune 1	Rune 2	Rune 3
	Light Wall Prayer (Left Tear) Protection Against Cold Protection Against Fire Survive Cold Warding		

Cults P

Cult	Rune 1	Rune 2	Rune 3
Pelaskos	⚡ Augment Craft (Fishing) Augment Persuasion (Fast Talk) Augment Trident Augment Water Life Attract Catch (Bless Fishery) Keep Boat Afloat (Bless Ship) Dismiss Fire Elemental, Water Elemental or Cloud Elemental Dispel (Water, Fire/Sky, Stasis and Power) Divination (Predict Tides, Sea Weather and Fishing Success) Enchant Quicksilver Extinguish Float Hinder Bow Hinder Running Hinder Spear Sail Into Wind	III Attach Spirit Augment Customs (Fisherfolk) Augment Healing Augment Leadership and Augment Streetwise (Fair Trade) Detect Enemies Dispel (Disorder, Hunger, Chaos and Harmony) Extension Harmonise Element ⚡ Heal Hurt Heal Minor Wound Heal Strength Hinder Weapon Point to Nearest Land Repair	
Pelora	☐ Augment Healing Augment Survival (Gathering) Augment Customs (Farming) Dispel (Earth, Air, Mastery and Hunger) Heal Hurt Ready Field for Wheat (Bless Crops) Heal Minor Wound	† Augment Health Augment Survival (Gathering) Healthy Wheat (Bless Crops) Detect Plant Dispel (Plant, Man, Animal and Stasis) Divination (Predict Harvest) Remove Fungus (from Wheat)	
Phargentes	† Augment Persuasion (Intimidation) Augment Oratory and Leadership Augment Riding (Horse) Augment Sword Damage Boost Armour Boost Sword Enchantment Disrupt Enchantment Fear Ghost Shield Hinder Bravery Speed Weapon		

Cult	Rune 1	Rune 2	Rune 3
Polaris	 Augment Bow (Attack) Augment Leadership and Oratory (Commanding Speech) Augment Bravery Augment Perception Augment Shield (Parry) Augment Spear Change Environment Light Command Fire Elemental Enchantment Dazzle Enchantment Disrupt Detect Gold Dismiss Darkness Elemental or Fire Elemental Dispel (Fire/Sky, Darkness, Illusion and Hunger) Elemental Weapon Fire Enchant Gold Farsee Ghost Shield Heal Courage Heat Hinder Mace Hinder Stealth Ignite Light Light Wall Multimissile Night Vision Protection Against Cold Protection Against Fire Purify Food and Water Physical Agent Sunspear Survive Cold Summon Certamus View From Heaven Warding Warm Subcults: Arraz: Celestial Servant Lightfore: Augment Ride (Horse), Augment Mounted Spear (Attack), Augment Mounted Bow (Attack)	 Attach Spirit Augment Arts Augment Customs Augment Leadership and Oratory Augment Tactics Bless Army Corps Captain Souls Direct Soldiers or Dancers Dispel Extension Harmonise Element  Heal Courage Heal Minor Wound Heal Strength Mind Link Mindspeech Subcults: Molamim: Augment Persuasion Urvairinus: Phalanx	
Porcharngo	 Augment Athletics (Jumping) Augment Gymnastics Augment Movement Augment Weapon (Thrown) Mobility Extra Attack Speed Movement Speed Weapon	 Absorption Augment Athletics (Damage) Blessing of Chaos Command Spawn of Pocharngo Consume Corruption Create Gorp Dispel Enchantment Disrupt	

Cult	Rune 1	Rune 2	Rune 3
		Heal Hurt Hinder Armour Hinder Weapon Spawn of Porcharngo Wither	

Cults R

Cult	Rune 1	Rune 2	Rune 3
Red Emperor	 Augment Tactics Augment Oratory and Leadership (Commanding Speech) Augment Bravery (Lead from the Front) Command Lunar Citizen Mind Link Mindspeech Resist Magic Warding		
Red Goddess	 Attach Spirit Augment Arts (Dancing) Augment Gymnastics (Balancing, Tumbling) Augment Health Augment Persuasion (Seduction) Detect Life Extra Personal Action Heal Minor Wound Hinder Sword	 Absorption Augment Athletics (Damage) Augment Health Blessing of Chaos Boost Weapon Command Chaos Monster Dismiss Chaos Monster Dispel Enchantment Disrupt Fanaticism Enchantment Fear Heal Hurt Hinder Armour Hinder Health Hinder Running Hinder Weapon Multimissile Enchantment Poison Shatter Summon Chaos Monster	
Rigsdal	 Absorption Augment Athletics (Strength, Stand Firm) Augment Bravery Augment Health (Resist Damage) Augment Shield (Parry) Awakening Shout Enchantment Binding Boost Armour Damage Shield	 Augment Perception Augment Spear Change Environment Light Fight Chaos Fight Uz Detect Enemy Dismiss Darkness Elemental or Fire Elemental Dispel (Fire/Sky, Darkness, Illusion and Hunger) Farsee Ghost Shield	

Cult	Rune 1	Rune 2	Rune 3
	Dispel (Movement, Stasis, Air, Illusion, Trade) Enchant Iron Glue Hinder Movement No Sleep Repair Resist Magic Sleep With One Eye Open	Heal Courage Hinder Mace Hinder Stealth Light Night Vision Protection Against Cold Protection Against Fire Survive Cold Warding	
Rowdril	 Augment Bravery Augment Running Augment Survival (Tracking) Bless Dog Call Dogs Command Dog Dismiss Dog Heal Hurt on Dog Heal Minor Wound on Dog Heal Poison on Dog Olfaction Summon Dog Teeth Transform into Dog	 Augment Persuasion (Intimidation) Detect Ghost Detect Life Dismiss Animated Tree, Ghost or Undead Dispel (Fertility, Earth, Spirit and Harmony) Enchantment Disrupt Extra Attack Enchantment Fear Ghost Shield Hinder Armour Hinder Bravery Hinder Health	

Cults 5

Cult	Rune 1	Rune 2	Rune 3
Sakkar	 Augment Athletics (Damage, Strength) Augment Persuasion (Intimidation) Augment Stealth Augment Survival (Tracking) Augment Unarmed Bless Sakkar Claws Command Sakkar Dismiss Sakkar Enchantment Fear Heal Hurt on Sakkar Heal Minor Wound on Sakkar Heal Poison on Sakkar Hide Summon Sakkar Teeth Transform into Sakkar	 Augment Persuasion (Intimidation) Augment Spear Damage Augment Sword Damage Boost Claws Boost Sword Boost Spear Boost Teeth Detect Life Dispel (Fertility, Earth, Spirit and Harmony) Enchantment Disrupt Extra Attack Enchantment Fear Hinder Armour Hinder Bravery Speed Weapon	
Sanama	 Augment Gymnastics (Dodge) Augment Persuasion (Intimidation)	 Augment Persuasion (Intimidation) Augment Stinger Damage	

Cult	Rune 1	Rune 2	Rune 3
	Augment Stealth Augment Survival (Tracking) Augment Unarmed Bless Snake Command Snake Dismiss Snake Heal Hurt on Snake Heal Minor Wound on Snake Heal Poison on Snake Hide Olfaction Stinger Summon Snake Transform into Snake	Augment Poison Detect Life Detect Undead Dispel (Fertility, Earth, Spirit and Harmony) Enchantment Disrupt Extra Attack Enchantment Fear Hinder Armour Hinder Bravery Hinder Health Speed Weapon	
Seseine	⚔ Augment Arts (Dancing) Augment Gymnastics (Balancing, Tumbling) Augment Persuasion (Seduction) Augment Streetwise (Crooked Trade, Find Contact) Charm Opposite Sex Detect Life Erotocomatose Lucidity Extra Personal Action	♡ Absorption Enchantment Attack Soul Blessing of Chaos Command Succubus or Incubus Dismiss Succubus or Incubus Dispel Enchantment Disrupt Heal Hurt Heart Seizure Hinder Running Hinder Weapon Rapture ⚔ Summon Succubus or Incubus	✨ Augment Gymnastics (Dodge) Augment Persuasion (Fast Talk) Augment Stealth Augment Streetwise (Crooked Trade) Charisma Detect Illusion Detection Blank Dispel (Truth, Darkness, Trade and Illusion) Enchantment Befuddle Hide Individual Hinder Perception Illusion Illusionary Appearance Silence
Seven Mothers	⚔ Attach Spirit Augment Arts (Dancing) Augment Gymnastics (Balancing, Tumbling) Augment Health Augment Streetwise (Find Contact) Cure Mother and Child (Bless Birth) Dispel (Fertility, Death, Hunger and Disorder) Extra Personal Action Heal Hurt Heal Minor Wound Heal Poison Heal Strength Hinder Sword Restore Youth	† Augment Persuasion (Intimidation) Augment Sword Augment Sword Damage Boost Sword Dispel (Fertility, Earth, Spirit and Harmony) Enchantment Disrupt Enchantment Fear Ghost Shield Hinder Armour Hinder Bravery Hinder Health Shatter Speed Weapon	
Shafesora	⚡ Augment Flail Augment Persuasion (Fast Talk) Change Environment Rain Command Cloud Elemental	⚔ Augment Arts (Dancing) Augment Gymnastics (Balancing, Tumbling) Augment Health	○ Augment Knowledge Augment Perception Augment Persuasion (Reason) Change Environment Light

Cult	Rune 1	Rune 2	Rune 3
	Detect Water Dismiss Fire Elemental, Water Elemental or Cloud Elemental Dispel (Water, Fire/Sky, Stasis and Power) Enchant Quicksilver Extinguish Hinder Bow Hinder Running Hinder Spear Physical Agent Water Torrential Downpour Water Wall	Augment Persuasion (Seduction) Augment Streetwise (Crooked Trade, Find Contact) Bless Cursed Person Detect Life Hinder Sword Dispel (Fertility, Death, Hunger and Disorder) Heal Hurt Heal Poison Heal Strength Attach Spirit Water Fields (Bless Crops) Extra Personal Action Heal Minor Wound	Enchantment Dazzle Detect Gold Dismiss Darkness Elemental or Fire Elemental Dispel (Fire/Sky, Darkness, Illusion and Hunger) Farsee Ghost Shield Heal Courage Hinder Mace Hinder Stealth Light Light Wall Protection Against Cold Protection Against Fire Survive Cold Warding
Shargash	 Augment Gymnastics (Dodge) Enchantment Befuddle Thunderstorms (Curse Crops) Detect Detection Detect Traps Detection Blank Dismiss Elemental Disorder Element  Dispel Enchantment Disrupt Hinder Gymnastics Hinder Stealth Hinder Weapon Physical Agent Thunder Physical Agent Wind Reflect Magic Shatter Subcults: Urndudud: Fight Celestial Being	 Augment Leadership and Oratory (Commanding Speech) Augment Mace (Attack) Augment Perception Change Environment Heat Command Fire Elemental Dismiss Darkness Elemental or Fire Elemental Dispel (Fire/Sky, Darkness, Illusion and Hunger) Elemental Weapon Fire Enchant Gold Fire Wall Flame Skin Ghost Shield Heal Courage Heat Hinder Sword Ignite Skyspear Physical Agent Fire Protection Against Cold Protection Against Fire Summon Fire Elemental Survive Cold Warding Warm Warm Fields (Bless Crops) Subcults: Alkor: Protect Fields from Pests (Bless Crops), Protect Herds from Pests (Bless Herds) Eusibus: Guard Superiors	 Animate Zombie Augment Persuasion (Intimidation) Augment Mace Damage Boost Mace Bring Woe (Curse Births) Wither Fields (Curse Crops) Detect Ghost or Undead Dismiss Ghost or Underworld Demon Dispel (Fertility, Earth, Spirit and Harmony) Enchantment Disrupt Enchant Iron Extra Attack Enchantment Fear Ghost Shield Hinder Armour Hinder Bravery Hinder Health Ignore Pain Speed Weapon Slay With Mace Subcults: Kendathalus: Dispell Water, Dismiss Water Elemental Urkarmascha: Fight Darjinni
Subere	 Enchantment Attack Soul Augment Mace (Attack)	 Absorption	

Cult	Rune 1	Rune 2	Rune 3
	Augment Persuasion (Intimidation) Augment Stealth Boost Mace Change Environment Cold Change Environment Darkness Change Environment Night Chill Cold Wall Command Conchon Command Darkness Elemental Command Darkness Ghost Command Hag Command Hellion Command Lamia Command Wraith Cool Dark Wall Detect Detection Detect Enemies Detect Iron or Lead Detection Blank Dismiss Darkness Creature or Earth Elemental Dispel (Darkness, Earth, Trade and Truth) Elemental Weapon Cold Enchant Lead Enchantment Fear Hide Individual Hide Object Hinder Axe Hinder Bravery Hinder Perception Invisibility (light level Night) Night Vision Physical Agent Cold Protection Against Earth Silence Summon Chonchon Summon Darkness Elemental Summon Darkness Ghost Summon Hag Summon Hellion Summon Lamia Summon Wraith Survive Cold	Augment Knowledge (Divination) Clairvoyance Block Detect Magic Extension Ghost Shield Multispell Reflect Magic Resist Magic Warding	
SurEnslib	Augment Flail Augment Gymnastics (Dodge) Augment Perception Augment Persuasion (Fast Talk) Augment Trident Augment Water Life Command Water Bird	Attach Spirit Augment Arts (Dancing) Augment Gymnastics (Balancing) Augment Health Augment Persuasion (Seduction)	Augment Oratory and Leadership (Commanding Speech) Augment Tactics Resist Magic Warding

Cult	Rune 1	Rune 2	Rune 3
	Command Water Elemental Detect Water Dismiss Fire Elemental, Water Elemental or Cloud Elemental Dismiss Water Bird Dispel (Water, Fire/Sky, Stasis and Power) Divination Elemental Weapon Water Enchant Quicksilver Extinguish Farsee Hinder Bow Hinder Running Hinder Spear Marsh Fisher (Bless Fishery) Physical Agent Water Strengthen Reed Boat (Bless Boat) Summon Water Bird Summon Water Elemental Survive Underwater Transform Into Water Bird Water Wall	Augment Streetwise (Crooked Trade, Find Contact) Augment Survival (Gathering) Bless Paddy Field (Bless Crops) Bless Worshipper Detect Life Dispel (Fertility, Death, Hunger and Disorder) Extra Personal Action Heal Hurt Heal Minor Wound Heal Poison Heal Strength Marsh Mother (Bless Birth)	
Teelo Norri	 Augment Athletics (Jumping) Augment Gymnastics Augment Movement Dispel (Stasis, Movement) Escape from Harm Mobility Speed Movement		
Thanatar	 Absorption Augment Athletics (Damage) Boost Weapon Dispel Enchantment Disrupt Fanaticism Enchantment Fear Hinder Armour Hinder Health Hinder Running Hinder Weapon Enchantment Poison Shatter	 Animate Skeleton Animate Zombie Augment Persuasion (Intimidation) Augment Sword Damage Boost Sword Curse Enemy Create Bound Head Detect Life Extra Attack Enchantment Fear Hinder Bravery Invisible Light Summon Possession Ghost	 Augment Perception Augment Persuasion (Reason) Consume Mind Detect Detection Devour Book Devour Mind Devour Scroll Dispel (Illusion, Darkness, Disorder and Chaos) Divination
Tholm	 Augment Gymnastics (Dodge) Augment Perception Command Hawk Dismiss Hawk Farsee Heal Hurt on Hawk Heal Minor Wound on Hawk	 Augment Bow (Attack) Augment Knowledge (Law) Augment Leadership and Oratory (Commanding Speech) Augment Perception Augment Spear Change Environment Heat	

Cult	Rune 1	Rune 2	Rune 3
	Heal Poison on Hawk Summon Hawk Transform Into Hawk Wings	Change Environment Light Enchantment Dazzle Detect Gold Detect Lie Dispel (Fire/Sky, Darkness, Illusion and Hunger) Elemental Weapon Fire Farsee Ghost Shield Heal Courage Heat Hinder Mace Hinder Stealth Ignite Light Light Wall Multimissile Protection Against Cold Protection Against Fire Survive Cold Warm	
Tien	☯ Absorption Augment Athletics (Damage) Boost Weapon Dispel Enchantment Disrupt Fanaticism Enchantment Fear Heal Hurt Hinder Armour Hinder Health Hinder Running Hinder Weapon Enchantment Poison Shatter	† Animate Skeleton Animate Zombie Augment Persuasion (Intimidation) Augment Sword Damage Boost Sword Create Bound Head Detect Life Extra Attack Enchantment Fear Hinder Bravery Invisible Light Summon Possession Ghost	
Turos	□ Absorption Augment Armour Augment Axe Augment Shield (Parry) Command Earth Elemental Detect Bronze and Copper Dismiss Air or Earth Elemental Dispel (Earth, Air, Mastery and Hunger) Earth Wall Elemental Weapon Earth Enchant Copper Physical Agent Quake Physical Agent Stones Fly Protection Against Air Raise Ground Stone Weapon Summon Earth Elemental Warm Earth (Bless Crops)	III Attach Spirit Augment Arts Augment Healing Augment Leadership and Oratory (Persuasive Speech) Augment Persuasion (Reason) Augment Streetwise (Fair Trade) Bless Worshipper Detect Enemies Dispel Divination Extension Harmonise Element □ Heal Hurt Heal Serious Wound Hinder Weapon Mind Link Protect Mother (Bless Births)	★ Augment Customs Augment Health Augment Leadership and Oratory (Commanding Speech) Augment Persuasion Augment Unarmed Extra Personal Action Heal Hurt on Man Rune Creature Heal Poison

Cult	Rune 1	Rune 2	Rune 3
		Repair Return to Life	
Twin Stars	 Augment Customs Augment Persuasion Augment Streetwise Clairvoyance Clairvoyance Block Detect Enemies Mind Link Mindspeech Warding		
Ty Kora Tek	 Augment Persuasion (Intimidation) Detect Ghost or Undead Dismiss Ghost or Undead Dispel (Fertility, Earth, Spirit and Harmony) Enchantment Disrupt Enchantment Fear Ghost Shield Hinder Bravery Secure Grave Speak to the Dead	 Augment Stealth Change Environment Cold Change Environment Darkness Command Darkness Elemental Dark Wall Detect Detection Detect Enemies Detection Blank Dismiss Darkness or Earth Elemental Dispel (Darkness, Earth, Trade and Truth) Enchantment Fear Hide Individual Hide Object Hinder Axe Hinder Bravery Hinder Perception Night Vision Protection Against Earth Silence Summon Darkness Elemental	 Augment Customs Augment Knowledge Clairvoyance Block Dispel (Illusion, Death, Fertility, Hunger, Disorder and Mastery) Divination Extension Heal Hurt Mind Speech Resist Magic

Cults U

Cult	Rune 1	Rune 2	Rune 3
Uleria	 Augment Arts (Dancing) Augment Gymnastics (Balancing, Tumbling) Augment Health Augment Persuasion (Seduction) Augment Streetwise (Crooked Trade, Find Contact) Charisma Charm Opposite Sex Community Divination (Determine Love) Enhance Fertility (Bless Birth) Erotocomatose Lucidity Detect Life	 Augment Athletics (Jumping) Augment Gymnastics Augment Movement Dispel (Stasis, Movement)	

Cult	Rune 1	Rune 2	Rune 3
	Dispel (Fertility, Death, Hunger and Disorder) Extra Personal Action Heal Poison Heal Strength Hinder Sword Reproduce		
Urengerum	 Augment Bow Damage Boost Bow Create Bone Arrow Detect Ghost Detect Undead Dismiss Ghost or Undead Dispel (Fertility, Earth, Spirit and Harmony) Enchantment Disrupt Ghost Shield Hinder Armour Hinder Health Night Vision	 Augment Gymnastics (Dodge) Augment Movement Augment Bow (Attack) Dispel (Stasis, Movement) Extra Attack Make Arrow Make Bow Mobility Multimissile Range Arrow Speed Movement Speed Weapon	
Urox	 Augment Bravery (Face Chaos) Augment Persuasion (Intimidation) Berserker Change (Persuasion (intimidation to Leadership and Oratory (Commanding Speech) Cure Chaos Ghost Possession Curse Chaos Creature Detect Chaos Dismiss Chaos Dismiss Chaos Creature Dispel Chaos Enchantment Disrupt Divination (Rooting Out Chaos) Extra Attack Fanaticism Fight Chaos Guard From Chaos Heal Chaos on Uroxi	 Augment Leadership and Oratory (Commanding Speech) Augment Axe Boost Axe Change Environment Sandstorm Command Air Elemental Deflect Missile Dismiss Air, Water or Cloud Elemental Dispel (Air, Water, Law and Stasis) Enchantment Disrupt Extinguish Fanaticism Physical Agent Dust Blast Protection Against Air Protection Against Water Wind Wall	
Urvairinus	 Augment Leadership and Oratory (Commanding Speech) Augment Perception Augment Spear Augment Shield (Parry) Change Environment Light Command Fire Elemental Enchantment Dazzle Dismiss Darkness Elemental or Fire Elemental Dispel (Fire/Sky, Darkness, Illusion and Hunger)	 Augment Bravery (Lead from the Front) Augment Oratory and Leadership (Commanding Speech) Augment Tactics Bless Soldier Bless Regiment Command (Subordinate Soldier) Divination (Military Issues) Enchantment Fear Mind Link	

Cult	Rune 1	Rune 2	Rune 3
	Elemental Weapon Fire Enchant Gold Farsee Fight Uz Ghost Shield Heal Courage Heat Hinder Mace Hinder Stealth Ignite Light Light Wall Physical Agent Sunspear Protection Against Cold Protection Against Fire Resist Temptation Summon Fire Elemental Survive Cold Warding Warm	Resist Magic Stone Wall Warding	
Urayarda	 Augment Athletics (Jump, Stand Firm, Climb) Augment Gymnastics (Balance, Dodge) Augment Health Augment Survival (Gathering) Healthy Goats (Bless Goat) Call Goats Charge Command Goat Dispel (Disorder, Hunger, Chaos and Harmony) Heal Hurt on Goat Heal Minor Wound on Goat Heal Poison on Goat Heal Strength on Goat Hide Ram Summon Goat Survive on Goat Food	 Attach Spirit Augment Arts (Dancing) Augment Gymnastics (Balancing, Tumbling) Augment Health Augment Persuasion (Seduction) Augment Survival (Gathering) Fertile Goats (Bless Goats) Fertile People (Bless Birth) Detect Life Dispel (Fertility, Death, Hunger and Disorder) Extra Personal Action Heal Hurt Heal Minor Wound Heal Poison Heal Strength	

Cults V

Cult	Rune 1	Rune 2	Rune 3
Valare Addi	 Augment Athletics Augment Gymnastics Augment Movement Detect Hidden Path Dispel (Stasis, Movement) Mile Eater Mobility Path Watch		

Cult	Rune 1	Rune 2	Rune 3
	Speed Movement		
Valind	⚔ Augment Leadership and Oratory (Commanding Speech) Augment Sword Boost Arts (Oral Poetry) Boost Sword Change Environment Cold Change Environment Stillness ◀ Change Environment Snow Change Environment Wind Chill Command Air Elemental Command Daimon (Ice) Dismiss Demon (Ice), Air, Water or Cloud Elemental Dispel (Air, Water, Law) Extinguish Flight Ice Wall Physical Agent Ice ▶ Physical Agent Wind Protection Against Air Protection Against Water Summon Air Elemental Summon Daimon (Ice) Survive Environment Cold	⚔ Augment Athletics (Strength, Stand Firm) Augment Health (Resist Damage) Enchantment Binding Boost Armour Dispel (Movement, Stasis, Air, Illusion, Trade) Glue Hinder Gymnastics Hinder Movement Repair Resist Magic Stop Object ⚔	
Vantestos	☐ Absorption Augment Armour Augment Axe Augment Healing Augment Shield (Parry) Augment Survival Break Soil (Bless Crops) Command Earth Elemental Dismiss Air or Earth Elemental Dispel (Earth, Air, Mastery and Hunger) Divination Elemental Weapon Earth Enchant Copper Heal Hurt Heal Minor Wound Physical Agent Stones Fly Protection Against Air Stone Weapon Stoneskin Summon Earth Elemental	⚔ Augment Bravery (Lead from the Front) Augment Oratory and Leadership (Commanding Speech) Low Crown of Rule (Bless Ruler) Red King (Bless Government) Command Human Mind Link Resist Magic Warding	
Verithurusa	⚔ Augment Leadership and Oratory (Persuasive Speech) Charisma Augment Perception Augment Persuasion	⚔ Avert Disaster Augment Athletics (Jumping) Augment Bravery Augment Gymnastics Augment Movement	

Cult	Rune 1	Rune 2	Rune 3
	Augment Spear Change Environment Heat Change Environment Light Command Fire Elemental Enchantment Dazzle Detect Gold Dismiss Darkness Elemental or Fire Elemental Dispel (Fire/Sky, Darkness, Illusion and Hunger) Elemental Weapon Fire Farsee Ghost Shield Heal Courage Heal Hurt Heat Hinder Mace Ignite Light Light Wall Protection Against Cold Protection Against Fire Summon Fire Elemental Survive Cold Warding Warm	Augment Stealth Augment Shield (Parry) Augment Weapon (Thrown) Bless Girl Enchantment Befuddle Charm Opposite Sex Mindspeech Mind Link Mobility Multimissile Dispel (Stasis, Movement) Speed Movement	
Vinga	ᚷ Air Wall Augment Leadership and Oratory (Commanding Speech) Boost Arts (Oral Poetry) Change Environment Warm Breeze Change Environment Wind ᚲ Chill Command Air Elemental Deflect Missile Detect Bronze Dismiss Air Elemental Dispel (Air, Water, Law and Stasis) Enchantment Disrupt Divination Enchant Silver Extinguish Fanaticism Flight ᚲ Hinder Flail Hinder Trident Physical Agent Wind ᚲ Protection Against Air Protection Against Water Summon Air Elemental Survive Environment Cold	ᚲ Augment Athletics (Jumping) Augment Gymnastics Augment Movement Augment JLS Augment Shield (Parry) Dispel (Stasis, Movement) Extra Attack Fight Uz Magic Leap (Jump as a Supernatural Action) Mobility Move Object ᚷ Run Over Terrain Speed Movement Speed Weapon Walk on Treetops Walk on Snow Teleport Throw Far Walk on Water	ᚱ Awe Crowd Bless Stead Call Orlanthi Followers Command Orlanthi Followers Mind Link Multimissile Resist Magic Warding

Cult	Rune 1	Rune 2	Rune 3
Vivamort	 Augment Athletics (Damage) Boost Weapon Enchantment Disrupt Hinder Armour Hinder Weapon Dispel Enchantment Fear Heal Hurt Hinder Health Hinder Running Enchantment Poison Shatter	 Absorption Animate Ghoul Animate Skeleton Animate Zombie Augment Persuasion Augment Stealth Enchantment Binding Command Undead Detect Life Dispel (Fertility, Harmony, Earth and Hunger) Enchantment Disrupt Enchantment Drain Ecstatic Communion Enchantment Fear Hinder Running Silence Summon Vampire Ghost Summon Shade	
Voria	 Augment Healing Augment Survival (Gathering) Dismiss Air or Earth Elemental Dispel (Earth, Air, Mastery and Hunger) Heal Hurt Hinder Running Hinder Sword Protection Against Air	 Augment Arts (Dancing) Augment Gymnastics (Balancing, Tumbling) Augment Health Augment Persuasion Bless Cursed Child Detect Life Dispel (Fertility, Death, Hunger and Disorder) Extra Personal Action Flowers Heal Minor Wound Heal Poison Heal Strength	
Voudisea	 Augment Axe Augment Craft (Train Horse) Augment Mounted Spear (Attack) Augment Ride (Horse) Call Horse Mobility		
Vrimak	 Augment Bow (Attack) Augment Leadership and Augment Perception Augment Spear Detect Lie Burn Horse Change Environment Light Enchantment Enchantment Dazzle Detect Gold	 Augment Gymnastics (Dodge) Augment Perception Bless Bird Command Bird Dismiss Bird Farsee Heal Hurt on Bird Heal Minor Wound on Bird Heal Poison on Bird Incubate Clutch	 Augment  Rune Augment Bravery (Lead from the Front) Augment Oratory and Leadership (Commanding Speech) Augment Tactics Bless Cursed Worshipper Mind Link Resist Magic

Cult	Rune 1	Rune 2	Rune 3
	Dismiss Darkness Elemental or Fire Elemental Dispel (Fire/Sky, Darkness, Illusion and Hunger) Elemental Weapon Fire Enchant Gold Farsee Ghost Shield Heal Courage Hinder Mace Hinder Stealth Ignite Light Light Wall Night Vision Paradisal Aviator Protection Against Cold Protection Against Fire Resist Temptation Terrify Darkness Creature or Horse Survive Cold Warding Warm Subcults: Night Eagle: Light in the Darkness	Summon Bird Beak Wings Subcults: Veng: Augment Ride Bird, Augment Mounted Bow (Attack), Augment Mounted Spear (Attack), Augment Craft (Train Bird) Jethsarum: Fight 'Serpents', Guard Allies Against 'Serpents', Guard From 'Serpents' Tholm: Transform into Hawk NB: Serpents for Vrimak include reptiles such as snakes, dragons draconic creatures, river gods, water elementals, darkness creatures including Uz, bats and durlulz and any cultists of these beings.	Warding

Cults W

Cult	Rune 1	Rune 2	Rune 3
Wachaza	 Augment Flail Augment Trident Augment Water Life (Swimming) Extinguish Dispel (Water, Fire/Sky, Stasis and Power) Physical Agent Water Survive Underwater Command Water Elemental Curse Fishery Curse Ship Dismiss Fire Elemental, Water Elemental or Cloud Elemental Elemental Weapon Water Enchant Quicksilver Sea Strength Summon Water Elemental Waterspout	 Augment Persuasion (Intimidation) Boost Flail Boost Trident Enchantment Disrupt Drown  Fang of Wachaza Ghost Shield Hinder Armour Hinder Health Dispel (Fertility, Earth, Spirit and Harmony) Enchantment Fear Hinder Bravery Speed Weapon Extra Attack	 Change Environment Cold Change Environment Darkness Chill Cool Dark Wall Detect Enemies Dismiss Darkness or Earth Elemental Dispel (Darkness, Earth, Trade and Truth) Elemental Weapon Cold Enchantment Fear Hinder Perception Night Vision Protection Against Earth Silence Summon Darkness Elemental Survive Cold
Waha	 Augment Persuasion (Intimidation)		

	Boost Tribal Weapons Curse Births Curse Crops Detect Ghost Detect Life Dispel (Fertility, Earth, Spirit and Harmony) Enchantment Disrupt Extra Attack Ghost Shield Hinder Armour Hinder Bravery Hinder Health Speed Weapon	Augment Oratory and Leadership (Commanding Speech) Call Tribal Herd Animal Command Earth Elemental Command Tribal Herd Animal Fix Intelligence Guard Against Chaos Release Intelligence Resist Magic Summon Gnome	
--	--	---	--

Cults X

Cult	Rune 1	Rune 2	Rune 3
Xentha	● Affix Darkness Augment Stealth Change Environment Darkness Change Environment Night Command Darkness Elemental Dark Wall Detect Detection Detect Enemies Detection Blank Dismiss Darkness or Earth Elemental Dispel (Darkness, Earth, Trade and Truth) Hide Individual Hinder Axe Hinder Perception Invisibility (light level Night) Night Vision Protection Against Earth Summon Darkness Elemental	⚔ Augment Tactics Bless Cursed Worshipper Divination Mind Link Resist Magic Warding	
Xiola Umbar	⚔ Attach Spirit Augment Health Birth Magic (Bless Birth) Couvade Extra Personal Action Heal Strength Hinder Sword	● Augment Mace Augment Persuasion (Intimidation) Augment Stealth Command Darkness Elemental Dark Wall Detect Detection Detect Enemies Detection Blank Dismiss Darkness or Earth Elemental Divination Enchantment Fear Dispel (Darkness, Earth, Trade and Truth) Hide Individual	III Attract Attention Attach Spirit Augment Customs Augment Healing Augment Leadership and Oratory (Persuasive Speech) Augment Persuasion (Reason) Bless Cursed Uz Cure Disease Ghost Possession (Kind not Plague) Dispel Group Defence Heal Disease Heal Hurt Heal Minor Wound Heal Mortal Wound

Cult	Rune 1	Rune 2	Rune 3
		Hinder Axe Hinder Perception Night Vision Shield of Darkness Summon Darkness Elemental	Heal Serious Wound Healing Trance Mind Link Enchantment Peace Repair Turn Blow

Cults Y

Cult	Rune 1	Rune 2	Rune 3
Yanafal Tarnils	† Augment Persuasion (Intimidation) Augment Sword Damage Boost Sword Dispel (Fertility, Earth, Spirit and Harmony) Enchantment Disrupt Enchant Iron Extra Attack Enchantment Fear Ghost Shield Hinder Armour Hinder Bravery Hinder Health Speed Weapon		
Yara Aranis	☛ Absorption Augment Athletics (Damage) Augment Health Boost Weapon Curse Horses Dispel Enchantment Disrupt Fanaticism Enchantment Fear Heal Hurt Hinder Armour Hinder Health Hinder Running Hinder Weapon Multimissile Enchantment Poison Shatter		
Yarandros	☛☞ Augment Craft (Train Horse) Augment Mounted Spear (Attack) Augment Ride (Horse) Augment Sword Call Horse Mobility		
Yelm	☰	☉	☿

Cult	Rune 1	Rune 2	Rune 3
	Absorption Augment Arts (Poetry) Augment Athletics (Strength, Stand Firm) Augment Bravery Augment Grapple Augment Health (Resist Damage) Augment Shield (Parry) Binding Boost Armour Change Environment Stillness Change Environment Cloudclear Control Flood Damage Shield Dispel (Movement, Stasis, Air, Illusion, Trade) Enchant Iron Extinguish Glue Guard The Weak (works on any non-combatants) Enchantment Peace Repair Resist Magic Stop Object ☉ Supress Gustbran Supress Oakfed Subcults: Arraz: Call Subordinates Hyraos: Song of Laughter Raibamus: Protect City (Bless Raibanth)	Augment Bow (Attack) Augment Leadership and Oratory (Commanding Speech) Augment Mace (Attack) Augment Perception Augment Spear Burn Uz Change (Leadership and Oratory (Commanding Speech) to Persuasion (Reason)) Change Environment Heat Change Environment Light Command Bird Command Certemus Command Fire Elemental Command Horse Detect Gold Dismiss Bird Dismiss Certemus Dismiss Darkness Elemental or Fire Elemental Dismiss Horse Dispel (Fire/Sky, Darkness, Illusion and Hunger) Elemental Weapon Fire Enchant Gold Enchantment Dazzle Farsee Fight Darkness Creature Fire Wall Ghost Shield Guard Against Darkness Creature Heal Courage Heal Hurt, Minor or Serious Wound on Bird or Horse Heat Hinder Mace Hinder Stealth Ignite Levitate Light Light Wall Multimissile Physical Agent Fire Protection Against Cold Protection Against Fire Resist Temptation Summon Certamus Summon Fire Elemental Sunripen (Bless Crops) Survive Cold Warding Warding Warm	Augment Bravery (Lead from the Front) Augment Oratory and Leadership Augment ☉ Rune Augment Persuasion (Reason) Awe Crowd Leadership (Commanding Speech) Augment Tactics Bless Citizens Bless Worshipper Command Griffin Command Human Cure Madness Ghost Possession Cure Passion Ghost Possession Divination Mind Link Resist Magic Warding Subcults: Antirius: Detect Lie, Augment Knowledge (Law)

Cult	Rune 1	Rune 2	Rune 3
		Subcults: Avivorus: Physical Agent Sunspear Ulkamoon: Jugger Urengerum: Bow of Dominion	
Yelmalio	O Augment Bow (Attack) Augment Knowledge Augment Mounted Bow (Attack) Augment Mounted Spear (Attack) Augment Perception Augment Persuasion (Reason) Augment Ride (Horse) Augment Spear Sunripen (Bless Crops) Call Hawk, Wren or Horse Change Environment Cloudclear Change Environment Light Command Hawk or Wren Command Horse Enchantment Dazzle Defender Against Monsters Detect Gold Dismiss Darkness Elemental or Fire Elemental Dispel (Fire/Sky, Darkness, Illusion and Hunger) Enchant Gold Farsee Fight Uz Ghost Shield Heal Courage Heal Hurt, Minor or Serious Wound on Horse or Bird Hinder Mace Hinder Stealth Light Light Wall Mobility on Horse Multimissile Night Vision Protection Against Cold Protection Against Fire Rekindle Resist Temptation Summon Fire Elemental (Max D12) Sunbright Survive Cold Warding Subults: Monrough: Sun Shield	Y Augment Arts Augment Bravery Augment Shield (Parry) Augment Leadership and Oratory (Persuasive Speech) Augment Perception Augment Persuasion (Reason) Augment Streetwise (Fair Trade) Bless Cursed Worshipper Blind Oathbreaker Clairvoyance Detect Detection Detect Lie Dispel (Illusion, Darkness, Disorder and Chaos) Divination Farsee Heal Mind Mind Link Mindspeech Unbreakable Line	

Cult	Rune 1	Rune 2	Rune 3
Yelorna	 Augment Bow (Attack) Augment Mounted Bow (Attack) Augment Leadership and Oratory (Commanding Speech) Augment Perception Augment Spear Augment Mounted Spear (Attack) Augment Ride (Unicorn) Bless Cursed Worshipper Change Environment Light Command Fire Elemental Enchantment Dazzle Detect Gold Dismiss Darkness Elemental or Fire Elemental Dispel (Fire/Sky, Darkness, Illusion and Hunger) Elemental Weapon Fire Enchant Gold Farsee Ghost Shield Heal Courage Hinder Mace Hinder Stealth Ignite Light Light Wall Multimissile Protection Against Cold Protection Against Fire Resist Temptation Shooting Star Silver Track Summon Fire Elemental (max D14) Star Wards Survive Cold Warm	 Augment Bow Damage Boost Spear Dismiss Animated Tree, Ghost or Undead Dispel (Fertility, Earth, Spirit and Harmony) Enchantment Disrupt Enchant Iron Extra Attack Speed Weapon	
Yinkin	 Augment Athletics (Jumping) Augment Movement Augment Weapon (Thrown) Dispel (Stasis, Movement) Extra Attack Mobility Pounce Speed Movement Speed Weapon	  Augment Athletics (Climbing) Augment Gymnastics Augment Persuasion (Seduction) Augment Stealth Augment Survival (Tracking) Bless Cat Claws Command Cat Dismiss Cat Heal Hurt on Cat Heal Minor Wound on Cat Heal Poison on Cat Night Vision	

Cult	Rune 1	Rune 2	Rune 3
		Seduce (Persuasion (Seduction) as a Magical Action) Silent as a Cat Sleep Anywhere Squeeze Through Summon Cat Transform into Cat Identify Scent Walk on Branches Winning Smile Subcults: Alusor: Track Down Anyone (Magical action for Survival (Tracking), Enter Protected Place, Uncover Secret Gavren: Fight Uz, Augment Survival	

Cults Z

Cult	Rune 1	Rune 2	Rune 3
Zarkos	♣ Augment Athletics (Jump, Stand Firm, Climb) Augment Gymnastics (Balance, Dodge) Augment Health Augment Survival (Gathering) Bless Goat Call Goats Charge Command Goat Dismiss Goat Dispel (Disorder, Hunger, Chaos and Harmony) Heal Hurt on Goat Heal Minor Wound Heal Minor Wound on Goat Heal Poison on Goat Heal Strength Hide Ram Summon Goat Survive on Goat Food	♠ Augment Bravery (Lead from the Front) Augment Oratory and Leadership (Commanding Speech) Augment Tactics Mind Link Resist Magic Warding	
Zola Fel	♠ Augment Persuasion (Fast Talk) Augment Trident Augment Water Life River Fisher (Bless Fishery) Bless River Craft Command Naiad Command Water Elemental	♠ Augment Movement in the Water Dispel (Stasis, Movement) Mobility in Water Move Object ♣ Speed Movement in Water Walk on Water	

Cult	Rune 1	Rune 2	Rune 3
	Detect Water Dismiss Fire Elemental, Water Elemental or Cloud Elemental Dismiss Naiad Dispel (Water, Fire/Sky, Stasis and Power) Divination (See Events in River Valley) Enchant Quicksilver Extinguish Float Hinder Bow Hinder Running Hinder Spear Mobility (in Water) Purify Water Lower or Raise River Summon Naiad Summon Water Elemental Survive Underwater Subcult: The Cleansed One: Remove Chaos Taint	Subculcs Diros: Propel Boat	
Zong	† Attract (Prey Animal) Augment Persuasion (Intimidation) Augment Sling Damage Boost Sling Detect Life Enchantment Disrupt Hinder Health Dispel (Fertility, Earth, Spirit and Harmony) Speed Weapon	III Augment Customs Augment Healing Augment Stealth Augment Survival Extension Enchantment Harmonise Heal Hurt Heal Minor Wound Mind Link Enchantment Peace Repair	
Zorak Zoran	● Augment Mace (Attack) Augment Persuasion (Intimidation) Augment Stealth Boost Mace Command Darkness Elemental Dark Wall Detect Enemies Detect Lead Dismiss Darkness or Earth Elemental Dispel (Darkness, Earth, Trade and Truth) Enchant Lead Enchantment Fear Hinder Axe Hinder Bravery Hinder Perception	† Animate Skeleton Animate Zombie Augment Mace Damage Berserker Boost Mace Command Skeleton, Zombie or Ghost Detect Ghost Detect Undead Dismiss Animated Tree, Ghost or Fanaticism Dispel (Fertility, Earth, Spirit and Harmony) Extra Attack Ghost Shield Hinder Armour Hinder Bravery Hinder Health	I Dismiss Elemental Disorder Element Dispel Enchantment Befuddle Enchantment Disrupt Fight Chaos Hinder Weapon Multimissile Shatter Summon Hate Aldryami Ghost Summon Hate Chaos Ghost Summon Hate Dragonewt Ghost Summon Hate Human Ghost Summon Hate Mostali Ghost Subcult: Amanstan: Elemental Weapon Fire, Ignite, Summon Fire

Cult	Rune 1	Rune 2	Rune 3
	Summon Darkness Elemental	Seal Wound Sever Spirit ✱ Summon Passion Ghost (Violent, Reckless, Hate) Summon Possession Ghost	Elemental, Command Fire Elemental

Glamours and Lunar Sorcery by Cult

Characters can use any of the listed augments as Glamours at full value. They choose 2D10 Glamours from all those available from their cults on initiation and gain an extra glamour for each Glamour Point they buy. They can use other Glamours of their cults at -2 and other Glamours of their moon phase at -3. All these functions are available in grimoires of Lunar Sorcery.

Cult	Moon Phase		
Danfivexaron	● Augments Augment Bow (Attack) Augment Bravery Augment Leadership and Oratory (Commanding Speech) Augment Perception (Spot Ambush, Spot Trap) Augment Shield (Parry) Augment Survival (Tracking) Augment Sword	● Aegis Behold Enchantment Binding Boost Bow Boost Sword Command Lune Detect Bronze Dismiss Air Elemental, Cloud Elemental or Lune	● Dispel (Air, Water, Law, Moon and Stasis) Enchantment Disrupt Divination Enchant Silver Endurance
Deezola	● Augments Augment Arts (Dancing) Augment Axe Augment Gymnastics (Balancing, Tumbling) Augment Healing Augment Health Augment Leadership and Oratory Augment Persuasion (Reason, Seduction) Augment Streetwise (Crooked Trade, Find Contact) Augment Survival	● Absorption Awe Crowd Behold Bless Person Command Earth Elemental or Lune Cure Chaos Ghost Possession Cure Disease Ghost (Kind not Plague) Possession Cure Madness Ghost Possession Cure Passion Ghost Possession Detect Life Dismiss Air Elemental, Earth Elemental or Lune Dispel (Earth, Air, Mastery, Hunger, Fertility, Death, Disorder and Moon) Divination Enchantment Peace Extra Personal Action Heal Courage Heal Mother and Child (Bless Birth) Heal Serious Wound Heal Strength Mind Link Protection Against Air Resist Magic	● Summon Earth Elemental Summon Lune Enchant Copper Enchant Silver Heal Disease Heal Earth Heal Hurt Heal Mind Heal Minor Wound Heal Mortal Wound Heal Poison Extra Attack Farsee Mind Link Mobility Multimissile Protection Against Air Protection Against Water Reflect Missile Resist Magic Resist Temptation Sacred Band Summon Lune Survive Environment Cold Queen (Change Oratory and Leadership to Gymnastics (Dodge))

Cult	Moon Phase		
Etyries	● Augments Augment Athletics (Climbing, Jumping) Augment Bow (Attack) Augment Customs Augment Gymnastics Augment Movement Augment Perception Augment Persuasion Augment Spear Augment Stealth Augment Streetwise Augment Unarmed Augment Weapon (Thrown)	● Behold Bless Market Clairvoyance Clairvoyance Block See True Value (Evaluate value as a magical action) Speed Movement Summon Lune Survive Cold Understand Spoken Language (Magical Action to Understand Spoken Language) Warding Command Lune Command Pack Animal Detect Enemies Detect Gold Detect Hidden Path Detect Money Detect Thief	● Hinder Stealth Ignite Light Mind Link Mobility Path Watch Point to Market Protection Against Cold Protection Against Fire Resist Magic Safe Dismiss Darkness Elemental, Fire Elemental or Lune Dispel (Moon, Fire/Sky, Darkness, Illusion and Hunger) Divination Endurance Farsee Ghost Shield Heal Courage Hide Object Hinder (Crooked Trade)
Gerra	● Augments Augment Athletics (Strength, Stand Firm) Augment Bravery Augment Customs Augment Healing Augment Health (Resist Damage) Augment Persuasion	● Absorption Behold Bless Cursed Person Clairvoyance Command Ghost Command Lune Cure Passion Ghost Possession Cure Madness Ghost Possession Detect Enemies Detect Ghost Dismiss Ghost or Lune Dispel Extension Enchantment Fear Ghost Shield Enchantment Harmonise Heal Courage Heal Hurt Heal Mind Heal Minor Wound Heal Serious Wound	● Heal Strength Hinder Gymnastics Hinder Movement Hinder Weapon Ignore Pain Enchantment Mind Blast Mind Link Mindspeech Multispell Enchantment Peace Repair Resist Magic Summon Madness Ghost Summon Lune Warding
Hon-eel	● Augments Augment Armour Augment Arts (Dancing) Augment Axe Augment Gymnastics (Balancing, Tumbling) Augment Healing Augment Health	● Attach Spirit Absorption Behold Bless Worshipper Blood Field Ritual (Bless Crops – Maize) Charisma	● Enchantment Drain Enchantment Peace Extra Personal Action Fertile Animal (Bless Animal) Heal Minor Wound Heal Poison Heal Strength

Cult	Moon Phase		
	Augment Leadership and Oratory Augment Persuasion Augment Streetwise (Crooked Trade, Find Contact) Augment Survival	Charm Man Charm Otherword Denizen Command Lune Dance of Allure Dance Past Blades Dance of Rule Dance of Slaying Dance of Victory Dance Otherworld Path Detect Copper Detect Gems Detect Life Detect Silver Dismiss Air Elemental, Earth Elemental or Lune Dispel (Earth, Air, Mastery, Hunger, Fertility, Death, Disorder and Moon) Divination Enchant Copper Enchant Silver Heal Courage Heal Hurt Heal Mind	Magical Dance Make It Grow (Bless Crops) Make Love Potion Mask of Desire (Magical Action for Persuasion (Seduction)) Mind Link Physical Agent Stones Fly Protect from Drought (Bless Crops) Protect Maize from Pestilence (Bless Crops) Protection Against Air Remove Fungus (from Maize) Resist Magic Return to Earth Summon Lune Withhold Red Earth (Curse Crops)
Hwarin Dalthippa	● Augments Augment Arts (Architecture) Augment Athletics (Jumping) Augment Axe Augment Craft Augment Gymnastics Augment Leadership and Oratory (Commanding Speech) Augment Movement	● Absorption (Air or Water magic) Behold Bless Cursed Person City Harmony Dismiss Air Elemental, Cloud Elemental, Water Elemental or Lune Enchantment Peace Dispel (Air, Water, Law, Moon and Stasis) Enchantment Disrupt Divination Enchant Silver Extra Attack Farsee Lunar City Blessing (Bless City) Make Bridge Make Half a Mile of Road Mind Link Mobility Multimissile Physical Agent New Fire	● Overawe Barbarian Path Watch Protection Against Air Protection Against Water Red Mask of Terror Reflect Missile Repair Repair Stone Resist Magic Road Building Ritual (Bless Road Building) Sense Weakness in Foe Shift Stone Slashing Sword Blow Speed Movement Speed Weapon Strike Ghost Summon Lune Summon Water Elemental Support Stonework Trample Barbarian
Iphigos	① Augments Absorption Animate Art Augment Arts (Sculpture, Painting, Mosaic) Augment Athletics (Jumping)	① Beautify Location Behold Change Environment Light Clairvoyance Clairvoyance Block Command Lune	① Ignite Illusion Invisibility Light Light Wall Mind Link

Cult	Moon Phase		
	Augment Bow (Attack) Augment Craft (Sculpture, Painting, Mosaic) Augment Gymnastics Augment Movement Augment Perception Augment Persuasion (Seduction) Augment Spear Augment Stealth Augment Unarmed Augment Weapon (Thrown)	Detect Gold Detect Illusion Dismiss Darkness Elemental, Fire Elemental or Lune Dispel Divination Enchant Gold Enchantment Dazzle Extension Farsee Ghost Shield Heal Mind Heat	Protection Against Cold Protection Against Fire Reflect Magic Resist Magic Reapir Repair Stone Shape Stone Summon Lune Survive Cold Warding Warm
Irrippi Ontor	☯ Augments Augment Arts Augment Bow (Attack) Augment Bravery Augment Gymnastics (Balance, Dodge) Augment Knowledge Augment Leadership and Oratory Augment Literacy Augment Perception Augment Perception Augment Persuasion (Fast Talk, Reason) Augment Spear Augment Stealth Augment Streetwise Augment Sword	☯ Absorption Analyse Magic Bedazzle Enemy Gods Behold Change Environment Light Change (Literacy (New Pelorian) to Literacy (Other Language) Clairvoyance Clairvoyance Block Command Lune Cure Passion Ghost Possession Cure Madness Ghost Possession Detect Detection Detect Gold Detect Illusion Detect Lie Detect Magic Detection Blank Dismiss Elemental or Ghost Dispel Divination (Advanced) Divination Block Enchantment Befuddle Enchantment Dazzle Enchantment Mind Blast Extension	☯ Farsee Ghost Shield Heal Courage Heal Mind Hide Individual Hide Object Hinder Stealth Identify Writing Ignite Invisibility Item Knowledge Light Light Wall Make Book Memorize Text Mind Link Mindspeech Multispell Physical Agent New Fire Protection Against Cold Protection Against Fire Protect Document Reconstruction Reflect Magic Resist Magic Summon Lune Warding
Jakaleel	● Augments Augment Customs Augment Healing, Augment Leadership and Augment Persuasion (Fast Talk, Intimidation)	● Attach Spirit Behold Bless Cursed Person Clairvoyance Command Ghost Command Hell Demon Command Lune Cure Passion Ghost Curse Enemy Possession Cure Madness Ghost Possession	● Heal Mind Hinder Weapon Invisible in Darkness Mind Link Mindspeech Multispell Night Vision Resist Magic Shroud of Darkness Silence Summon Madness Ghost Summon Passion Ghost

Cult	Moon Phase		
		Detect Enemies Detect Ghost Dismiss Hell Demon, Ghost or Lune Dispel Divination Enchantment Blinding Enchantment Fear Extension Ghost Shield	Summon Hell Demon Summon Lune Warding
Kana Poor	⊕ Augments Augment Arts Augment Bow (Attack) Augment Bravery Augment Gymnastics (Balance, Dodge) Augment Knowledge Augment Leadership and Oratory Augment Perception Augment Persuasion (Fast Talk, Reason) Augment Spear Augment Stealth Augment Streetwise Augment Sword	⊕ Absorption Change Environment Light Clairvoyance Clairvoyance Block Compress Actions Command Lune Confuse Time Sense Decay Magic Detect Detection Detect Illusion Detect Magic Detection Blank Dismiss Ghost or Elemental Dispel Distort Time Divination (Advanced) Enchantment Dazzle Extension Farsee Ghost Shield Heal Courage	⊕ Heal Mind Hinder Stealth Hold Moment Light Light Wall Mind Link Mindspeech Multispell Physical Agent New Fire Physical Agent Time's Light Arrow Predict Events Protection Against Cold Protection Against Fire Reconstruction Reflect Magic Reflect Missile Resist Magic Silence Summon Lune Survive Cold Warding Wielder of Age
Lesillia	⦿ Augments Augment Armour Augment Arts (Dancing) Augment Axe Augment Bow (Attack) Augment Craft (Beadmaking) Augment Gymnastics (Balancing, Tumbling) Augment Healing Augment Health Augment Persuasion (Seduction, Reason) Augment Streetwise Augment Survival Augment Thrown Rock Augment Water Life (Swimming)	⦿ Absorption Attach Spirit Behold Bless Child Bless Children (Bless Birth) Bless Mother Boost Thrown Rock Call Child Call Dog Charm (male member of a lunar or fire/sky cult) Command Lune Detect Gems Detect Life Detect Silver Dismiss Air Elemental, Earth Elemental or Lune Dispel (Earth, Air, Mastery, Hunger, Fertility, Death, Hunger, Disorder and Moon) Dismiss Disease Ghost	⦿ Enchantment Peace Extinguish Extra Personal Action Fall Down Good Marriage (Bless Marriage) Heal Courage Heal Disease Heal Hurt Heal Mind Heal Minor Wound Heal Poison Heal Strength Hinder Sword Make Beads Mind Link Night Vision Physical Agent Stones Fly Protection Against Air Summon Lune

Cult	Moon Phase		
		Divination Ease Birth (Bless Birth) Enchant Copper Enchant Silver	Travel Home Warm
Natha	● Augments Augment Bravery Augment Dagger Augment Dagger Damage Augment Gymnastics (Balance, Dodge) Augment Mace (Attack) Augment Persuasion (Intimidation) Augment Stealth Augment Sword Augment Sword Damage	● Avenging Fury Behold Boost Dagger Boost Sword Command Lune Curse The Unjust Change Environment Darkness Change Environment Night Curse Births Curse Crops Cut Otherworld Entity Dance Past Blades Dark Wall Detect Detection Detect Enemies Detect Life Detection Blank Devastating Riposte Dismiss Darkness, Lune or Earth Elemental Dispel (Darkness, Death, Earth, Fertility, Spirit, Harmony, Moon, Trade and Truth) Divination (Find Perpetrator of Injustice, Determine Restitution Required, Apportion Blame)	● Enchant Silver Enchantment Disrupt Enchantment Fear Extra Attack Ghost Shield Heal Self Beforehand Heal What I Hurt Hinder Armour Hinder Bravery Hinder Health Night Vision Perfect Balance Protection Against Earth Red Armour Resist Magic Return to Moon from Otherworld Summon Lune Silence Speed Weapon Split Shield in Two
Orogeria	● Augments Augment Athletics (Jumping, Climbing) Augment Bow (Attack) Augment Bravery Augment Gymnastics Augment Leadership and Oratory (Commanding Speech) Augment Movement Augment Perception (Spot Ambush, Spot Trap) Augment Stealth (Sneaking) Augment Survival (Tracking) Augment Sword Augment Weapon (Thrown)	● Behold Bless Hunt Boost Bow Command Lune Detect Bronze Detect Enemies Detect Life Dismiss Air Elemental, Cloud Elemental or Lune Dispel (Air, Movement, Water, Law, Moon and Stasis) Divination (Predict Hunt, Find Prey, Predict Threats to Hunting Grounds) Enchant Silver Enchantment Binding Enchantment Disrupt Enchantment Fear Extinguish Extra Attack with Bow	● Farsee Gather Hunters Ghost Shield Hinder Armour Invisibility at night in Moonlight Kill Scent Mind Link Mobility Multimissile Night Vision Reflect Missile Silence Speed Movement Speed Weapon Bow Shoot Otherworld Entity Summon Lune Survive Environment Cold Walk on Moonbeams

Cult	Moon Phase		
Red Emperor	☯ Augments Augment Arts Augment Bow (Attack) Augment Bravery Augment Gymnastics (Balance, Dodge) Augment Knowledge Augment Leadership and Oratory Augment Perception Augment Persuasion (Fast Talk, Reason) Augment Spear Augment Stealth Augment Streetwise Augment Sword Augment Tactics	☯ Absorption Behold Bless Lunar Citizen Cure Madness Ghost Possession Change Environment Heat Change Environment Light Clairvoyance Clairvoyance Block Command Lunar Citizen Command Lune Detect Detection Detect Gold Detect Illusion Detect Lie Detect Magic Detection Blank Dismiss Elemental or Ghost Dispel Divination Elemental Weapon Fire Enchant Gold Enchantment Befuddle Enchantment Dazzle Extension Farsee Fire Wall Ghost Shield Heal Courage Heal Mind	☯ Heat Hide Individual Hide Object Hinder Mace Hinder Perception Hinder Stealth Ignite Illusion Invisibility Light Light Wall Mind Link Mindspeech Multimissile Multispell Physical Agent Fire Physical Agent New Fire Protection Against Cold Protection Against Fire Reflect Magic Reflect Missile Resist Magic Summon Lune Survive Cold Warding Warm
Red Goddess	☯ Augments Augment Arts Augment Athletics (Damage) Augment Bow (Attack) Augment Bravery Augment Gymnastics Augment Health Augment Knowledge Augment Leadership and Oratory Augment Perception Augment Persuasion Augment Spear Augment Stealth Augment Streetwise Augment Sword	☯ Absorption Attach Spirit Behold Bless Illuminate Blessing of Chaos Boost Weapon Change Environment Heat Change Environment Light Clairvoyance Clairvoyance Block Command Chaos Monster Command Lune Cure Passion Ghost Possession Cure Madness Ghost Possession Cut Otherworld Entity Detect Detection Detect Gold Detect Illusion Detect Lie Detect Life Detect Magic	☯ Heal Minor Wound Heat Hide Individual Hide Object Hinder Armour Hinder Health Hinder Perception Hinder Running Hinder Stealth Hinder Sword Hinder Weapon Ignite Ignore Pain Illusion Invisibility Levitate Light Light Wall Mind Link Move Object With Moon Multimissile Multispell Night Vision

Cult	Moon Phase		
		Detect Silver Detection Blank Dismiss Chaos Monster, Ghost, Elemental Enchant Silver Dispel Divination (Advanced) Elemental Weapon Fire Enchant Gold Enchantment Befuddle Enchantment Dazzle Enchantment Disrupt Enchantment Fear Enchantment Mind Blast Enchantment Peace Enchantment Poison Extension Extra Personal Action Fanaticism Farsee Fire Wall Ghost Shield Heal Courage Heal Hurt Heal Mind	Perfect Balance Physical Agent Fire Physical Agent New Fire Protection Against Air Protection Against Cold Protection Against Fire Reflect Magic Reflect Missile Resist Magic Return to Moon from Otherworld Shatter Silence Summon Chaos Monster Summon Lune Survive Cold Warding Warm Walk on Moonbeams
Teelo Norri	● Augments Augment Athletics (Jumping) Augment Bow (Attack) Augment Gymnastics Augment Movement Augment Perception Augment Persuasion (Seduction) Augment Spear Augment Stealth Augment Unarmed Augment Weapon (Thrown)	● Behold Bless Innocent Bless Poorhouse Cure Passion Ghost Possession Cure Madness Ghost Possession Change Environment Light Charisma Command Lune Command Undine Detect Gold Dismiss Darkness Elemental, Fire Elemental, Water Elemental or Lune Dispel (Moon, Fire/Sky, Darkness, Illusion, Stasis, Movement and Hunger) Enchant Gold Enchantment Befuddle Enchantment Harmonise Endurance Escape from Harm Farsee Ghost Shield Heal Courage Heat	● Hinder Mace Hinder Stealth Ignite Light Light Wall Mind Link Mobility Move Object With Moon Protection Against Cold Protection Against Fire Repair Resist Magic Speed Movement Summon Lune Summon Water Elemental Survive Cold Teleport Warding Warm Winning Smile
Twin Stars	● Augments Augment Athletics (Jumping)	● Awe Crowd Behold	● Heal Courage Heat

Cult	Moon Phase		
	Augment Bow (Attack) Augment Customs Augment Gymnastics Augment Leadership and Oratory Augment Movement Augment Perception Augment Persuasion Augment Spear Augment Stealth Augment Streetwise Augment Unarmed Augment Weapon (Thrown)	Change Environment Light Charisma Charm (human non Worshipper of Lunar or Solar cult) Clairvoyance Clairvoyance Block Command Lune Deadly Distraction Detect Enemies Dismiss Darkness Elemental, Fire Elemental or Lune Eloquence With Barbarians (Magical Action to Persuade Barbarians) Dispel (Moon, Fire/Sky, Darkness, Illusion and Hunger) Elemental Weapon Fire Enchant Gold Enchantment Befuddle Enchantment Dazzle Extra Attack Farsee Ghost Shield	Ignite Illusion Invisible at Night Levitate Light Light Wall Night Vision Mind Link Mindspeech Mobility Multimissile Protection Against Cold Protection Against Fire Resist Magic Speak Language Speed Movement Speed Weapon Summon Lune Survive Cold Teleport Uncover Secret Warding Warm
Valare Addi	● Augments Augment Athletics Augment Gymnastics Augment Movement	● Bless Cursed Person Detect Hidden Path Detect Magic Dispel Identify Magic Mile Eater Mobility	● Path Watch Rites of the Dance Speed Movement The Road to Hagu Way to Poveria
Verithurusa	● Augments Augment Athletics (Jumping) Augment Bow (Attack) Augment Bravery Augment Gymnastics Augment Leadership and Oratory (Persuasive Speech) Augment Movement Augment Perception Augment Persuasion Augment Shield (Parry) Augment Spear Augment Stealth Augment Unarmed Augment Weapon (Thrown)	○ Avert Disaster Bless Girl Change Environment Heat Change Environment Light Charisma Charm Opposite Sex Command Fire Elemental Command Lune Cut Otherworld Entity Detect Gold Dismiss Darkness Elemental, Fire Elemental or Lune Dispel (Stasis, Moon, Fire/Sky, Darkness, Illusion and Hunger) Elemental Weapon Fire Enchant Gold Enchantment Befuddle Enchantment Dazzle Enchantment Dazzle Farsee	○ Hinder Mace Ignite Light Light Wall Mind Link Mindspeech Mobility Move Object With Moon Multimissile Protection Against Cold Protection Against Fire Resist Magic Return to Moon from Otherworld Seek (Supernatural Action for Perception) Speed Movement Speed Weapon Summon Lune Survive Cold Teleport

Cult	Moon Phase		
		Fire Wall Ghost Shield Heal Courage Heal Hurt Heat Hide (Supernatural Action for Stealth (Hide))	Warm Winning Smile
Yanafal Tarnils	● Augments Augment Athletics Augment Bravery Augment Gymnastics (Balance, Dodge) Augment Mace (Attack) Augment Persuasion (Intimidation) Augment Stealth Augment Sword Damage	● Behold Bless Regiment Bless Soldier Bolster Morale Boost Armour Boost Mace Boost Sword Charge of the Ram Command Lune Co-ordinate Forces Dark Wall Detect Detection Detect Enemies Detect Life Detect Undead Detection Blank Dismiss Animated Tree Dismiss Elemental Dismiss Ghost or Undead Dispel Elemental Weapon Cold Enchant Iron Enchant Silver Enchantment Fear Extra Attack Ghost Shield	● Heal Courage Hinder Armour Hinder Weapon Hinder Bravery Hinder Health Hinder Perception Invisibility Mask of Command Mind Link Multimissile Night Vision No Retreat Return to Life Steady Battle Line Protection Against Earth Resist Magic Sever Spirit ㊦㊧㊨ Silence Speed Weapon Strike Otherworld Entity Summon Lune Survive Cold
Yara Aranis	● Augments Augment Athletics (Damage) Augment Customs Augment Healing, Augment Health Augment Leadership and Oratory Augment Persuasion (Fast Talk, Intimidation)	● Absorption Bind Horse Boost Weapon Capture Slave Spirit Carapace Clairvoyance Command Ghost Command Lune Command Pentan Curse Horses Detect Enemies Detect Ghost Dismiss Ghost or Lune Dispel Enchantment Attack Soul Enchantment Disrupt Enchantment Fear Enchantment Poison Extension Fanaticism	● Heal Courage Heal Hurt Hinder Armour Hinder Health Hinder Running Hinder Weapon Glowspot Leap Long Reach Spear Mind Link Mindspeech Multimissile Multispell Red Mask of Terror Reflect Missile Resist Magic Shatter Summon Madness Ghost Summon Lune Vex

Cult	Moon Phase		
		Ghost Shield Grow Arms	Warding

Charms and Spirits of Spirit Traditions and Societies

Members of Spirit Societies can gain any spirits and charms as follows. Any Charm can also be taken as a Spirit:

Cult	Charms	Spirits
Annilla	● Augment Persuasion (Intimidation) Augment Stealth Night Vision Silence ⊕ Augment Gymnastics (Dodge) Augment Perception (Sense Motives) Augment Stealth Invisible Light ⚡ Augment Persuasion (Fast Talk) Detect Water Extinguish	● Bless Cursed Worshipper Dark Wall Divination Block Detect Enemies Hinder Perception Hinder Bravery Enchantment Fear Hide Individual Hide Object Hinder Axe Damage Hinder Sword Damage Invisibility (light level Night) ⊕ Clairvoyance Block Command Selene Detect Detection Detection Blank Dismiss Selene Dispel Enchantment Befuddle Ghost Shield Hide Fact Hinder Bow Hinder Running Invisible Light Mindspeech Resist Magic Summon Selene
Aranea	● Augment Persuasion (Intimidation) Augment Stealth Night Vision Silence ✂ Augment Athletics (Climbing) Augment Gymnastics (Balance) Augment Persuasion (Intimidation) Augment Ride Spider Augment Stealth Augment Survival (Tracking)	● Dark Wall Change Environment Darkness Change Environment Night Detect Enemies Enchantment Fear Hinder Bravery Hinder Perception ✂ Bless Cursed Worshipper Carapace

Cult	Charms	Spirits
	Augment Unarmed	Dismiss Spider Heal Hurt on Spider Heal Minor Wound on Spider Heal Poison on Spider Magic Rope Stinger Web
Baba Ulorda	 Augment Leadership and Oratory (Commanding Speech) Augment Perception Augment Spear Augment Survival (Tracking) Farsee Heat Hinder Stealth Ignite Light Warm	 Bless Cursed Worshipper Boost Spear Elemental Weapon Fire Fire Wall Flame Skin
Basmol	 Augment Athletics (Damage, Strength) Augment Bravery Augment Leadership and Oratory (Commanding Speech) Augment Stealth Augment Survival (Tracking) Augment Persuasion (Intimidation) Augment Unarmed Claws Teeth Mobility  Augment Tactics Augment Oratory and Leadership (Commanding Speech)	 Bless Lion Command Lion Heal Hurt on Lion Heal Minor Wound on Lion Heal Poison on Lion Summon Lion Transform into Lion  Augment Bravery (Lead from the Front) Bless Cursed Worshipper
Brother Dog	 Augment Bravery (Follow Leader) Augment Running Augment Survival (Tracking) Olfaction Teeth	 Call Dogs Bless Dog Command Dog Heal Hurt on Dog Heal Minor Wound on Dog Heal Poison on Dog Summon Dog Transform into Dog
Burners	 Heat Ignite Warm	 Elemental Weapon Fire Change Environment Heat Command Gustbran Command Mahome Fire Wall Ghost Shield Physical Agent Fire Protection Against Fire Summon Gustbran

Cult	Charms	Spirits
Cannibal Cult	⚔ Augment Persuasion (Intimidation) Augment Unarmed	⚔ Consume Soul Enchantment Binding Enchantment Fear Hinder Running
Chalk Man	□ Augment Athletics (Strength) Augment Athletics (Damage) Augment Healing (Treat Disease) Augment Health Augment Survival (Gathering) π Augment Stealth (Gambling)	□ Cure Blotches Possession Cure Brain Fever Possession Cure Creeping Chills Possession Cure Fever Possession Fight Giant Heal Hurt π Avert Disaster Bad Luck Detect Cheating in Gambling Determine Gambling Odds Fortune
Chaos Spirit Tradition	☞ Augment Athletics (Strength) Augment Athletics (Damage) Augment Bravery (Fight to the Last) Augment Gymnastics (Dodge) Augment Healing (Treat Disease) Augment Healing (Treat Poison) Augment Healing (First Aid) Augment Health (Endurance) Augment Health (Resist Damage) Augment Health (Resist Disease) Augment Health (Resist Poison) Augment Perception (Spot Ambush) Augment Persuasion (Intimidation) Augment Survival (Tracking) Augment Unarmed	None
Daka Fal	✠ Augment Bravery Augment Customs Praxian Augment Healing Augment Leadership and Oratory Augment Perception Augment Persuasion Augment Survival ⚔ Ghost Shield	✠ Detect Human Dispel (Man, Plant, Animal and Disorder) Heal Hurt on Man Rune Creature Heal Minor Wound on Man Rune Creature Heal Poison on Man Rune Creature ⚔ Attach Spirit Bless Cursed Person Command Ghost Detect Ghost Cure Passion Ghost Possession Cure Soul Waste Ghost Possession Dismiss Ghost Dispel (Spirit, Man) Enchantment Fear Mindspeech Resist Magic

Cult	Charms	Spirits
		Speak to the Dead Summon Passion Ghost Summon Possession Ghost
Damosel Darkness	None	● Change Environment Darkness Command Darkness Elemental Dark Wall Dispel Darkness Dismiss Darkness Elemental Summon Darkness Elemental
Dew Maid	None	≡III Dew
Earth Spirit Tradition	☐ Augment Athletics (Stand Firm) Augment Athletics (Climbing) Augment Craft (Cooking) Augment Craft (Pottery) Augment Healing (First Aid) Augment Healing (Treat Disease) Augment Healing (Treat Poison) Augment Health (Endurance) Augment Health (Resist Disease) Augment Health (Resist Poison) Augment Survival (Gathering)	None
Earth Witch	☐ Augment Armour Augment Axe Augment Healing Augment Survival	☐ Bless Cursed Person Cure Death Ghost Cure Fertility Ghost Cure Pure Ghost Cure Selfish Ghost Cure Chaste Ghost Cure Reckless Ghost Detect Bronze Detect Copper Detect Gems Detect Gold Detect Lead Detect Lead Detect Quicksilver Detect Silver Dispel (Earth, Air, Mastery and Hunger) Enchantment Drain Heal Hurt Physical Agent Stones Fly Protection Against Air Stone Weapon Stoneskin
Eiritha (Bison)	▼- ⚔ Augment Athletics (Strength, Damage, Stand Firm) Augment Bravery Augment Health (Resist Damage) Augment Persuasion (Intimidation) Augment Riding Bison Augment Survival (Gathering) Augment Weapons When Riding Bison	▼- ⚔ Call Bison Bless Bison Command Bison Dismiss Bison Heal Hurt on Bison Heal Minor Wound on Bison Heal Poison on Bison Summon Bison

Cult	Charms	Spirits
	Charge  Augment Customs – Praxian Augment Gymnastics (Balancing, Tumbling) Augment Health Augment Persuasion (Seduction) Augment Streetwise (Crooked Trade) Detect Life	 Cure Death Ghost Cure Fertility Ghost Dispel (Fertility, Death, Hunger and Disorder) Dismiss Death Ghost Dismiss Fertility Ghost Heal Hurt Heal Poison Heal Strength Summon Fertility Ghost
Eiritha (Bolo Lizard)	 Augment Gymnastics (Dodge) Augment Riding Bolo Lizard Augment Survival (Gathering) Augment Weapons When Riding Bolo Lizard Mobility When Riding Bolo Lizard  Augment Customs – Praxian Augment Gymnastics (Balancing, Tumbling) Augment Health Augment Persuasion (Seduction) Augment Streetwise (Crooked Trade) Detect Life	 Call Bolo Lizards Bless Bolo Lizard Command Bolo Lizard Dismiss Bolo Lizard Heal Hurt on Bolo Lizard Heal Minor Wound on Bolo Lizard Heal Poison on Bolo Lizard Summon Bolo Lizard  Cure Death Ghost Cure Fertility Ghost Dispel (Fertility, Death, Hunger and Disorder) Dismiss Death Ghost Dismiss Fertility Ghost Heal Hurt Heal Poison Heal Strength Summon Fertility Ghost
Eiritha (Herdman)	 Augment Athletics (Climbing) Augment Gymnastics (Dodge) Augment Survival (Gathering) Augment Water Life  Augment Customs – Praxian Augment Gymnastics (Balancing, Tumbling) Augment Health Augment Persuasion (Seduction) Augment Streetwise (Crooked Trade) Detect Life	 Call Herdman Bless Herdman Command Herdman Dismiss Herdman Heal Hurt on Herdman Heal Minor Wound on Herdman Heal Poison on Herdman Summon Herdman  Cure Death Ghost Cure Fertility Ghost Dispel (Fertility, Death, Hunger and Disorder) Dismiss Death Ghost Dismiss Fertility Ghost Heal Hurt Heal Poison Heal Strength Summon Fertility Ghost
Eiritha (High Llama)	 Augment Athletics (Stand Firm, Jumping)	 Call High Llamas Bless High Llama

Cult	Charms	Spirits
	Augment Leadership and Oratory (Commanding Speech) Augment Persuasion (Intimidation) Augment Riding High Llama Augment Survival (Gathering) Augment Weapons When Riding High Llama X Augment Customs – Praxian Augment Gymnastics (Balancing, Tumbling) Augment Health Augment Persuasion (Seduction) Augment Streetwise (Crooked Trade) Detect Life	Command High Llama Dismiss High Llama Heal Hurt on High Llama Heal Minor Wound on High Llama Heal Poison on High Llama Summon High Llama X Cure Death Ghost Cure Fertility Ghost Dispel (Fertility, Death, Hunger and Disorder) Dismiss Death Ghost Dismiss Fertility Ghost Heal Hurt Heal Poison Heal Strength Summon Fertility Ghost
Eiritha (Impala)	▼ - X Augment Athletics (Jumping) Augment Gymnastics (Dodge, Balance, High Jump) Augment Persuasion (Fast Talk) Augment Riding Impala Augment Survival (Gathering) Augment Weapons When Riding Impala X Augment Customs – Praxian Augment Gymnastics (Balancing, Tumbling) Augment Health Augment Persuasion (Seduction) Augment Streetwise (Crooked Trade) Detect Life	▼ - X Call Impalas Bless Impala Command Impala Dismiss Impala Heal Hurt on Impala Heal Minor Wound on Impala Heal Poison on Impala Summon Impala X Cure Death Ghost Cure Fertility Ghost Dispel (Fertility, Death, Hunger and Disorder) Dismiss Death Ghost Dismiss Fertility Ghost Heal Hurt Heal Poison Heal Strength Summon Fertility Ghost
Eiritha (Ostritch)	▼ - X Augment Gymnastics (Dodge) Augment Riding Ostrich Augment Survival (Gathering) Augment Weapons When Riding Ostrich Mobility When Riding Ostrich X Augment Customs – Praxian Augment Gymnastics (Balancing, Tumbling) Augment Health Augment Persuasion (Seduction) Augment Streetwise (Crooked Trade) Detect Life	▼ - X Call Ostriches Bless Ostrich Command Ostrich Dismiss Ostrich Heal Hurt on Ostrich Heal Minor Wound on Ostrich Heal Poison on Ostrich Summon Ostrich X Cure Death Ghost Cure Fertility Ghost Dispel (Fertility, Death, Hunger and Disorder) Dismiss Death Ghost Dismiss Fertility Ghost

Cult	Charms	Spirits
		Heal Hurt Heal Poison Heal Strength Summon Fertility Ghost
Eiritha (Rhino)	▼- ⚔ Augment Athletics (Strength, Damage, Stand Firm) Augment Health (Resist Damage) Augment Persuasion (Intimidation) Augment Riding Rhino Augment Survival (Gathering) Augment Weapons When Riding Rhino Charge ⚔ Augment Customs – Praxian Augment Gymnastics (Balancing, Tumbling) Augment Health Augment Persuasion (Seduction) Augment Streetwise (Crooked Trade) Detect Life	▼- ⚔ Call Rhinos Bless Rhino Command Rhino Dismiss Rhino Heal Hurt on Rhino Heal Minor Wound on Rhino Heal Poison on Rhino Summon Rhino ⚔ Cure Death Ghost Cure Fertility Ghost Dispel (Fertility, Death, Hunger and Disorder) Dismiss Death Ghost Dismiss Fertility Ghost Heal Hurt Heal Poison Heal Strength Summon Fertility Ghost
Eiritha (Sable)	▼- ⚔ Augment Athletics (Jumping) Augment Gymnastics (Dodge) Augment Persuasion (Fast Talk) Augment Riding Sable Augment Survival (Gathering) Augment Tactics Augment Weapons When Riding Sable ⚔ Augment Customs – Praxian Augment Gymnastics (Balancing, Tumbling) Augment Health Augment Persuasion (Seduction) Augment Streetwise (Crooked Trade) Detect Life	▼- ⚔ Call Sables Bless Sable Command Sable Dismiss Sable Heal Hurt on Sable Heal Minor Wound on Sable Heal Poison on Sable Summon Sable ⚔ Cure Death Ghost Cure Fertility Ghost Dispel (Fertility, Death, Hunger and Disorder) Dismiss Death Ghost Dismiss Fertility Ghost Heal Hurt Heal Poison Heal Strength Summon Fertility Ghost
Evening Star	None	☉ Affix Light
Foundchild	† Augment (Weapon) Damage Boost (Weapon) Detect Life Enchantment Disrupt Hinder Armour III Augment Customs Augment Healing	† Attract (Prey Animal) Dispel (Fertility, Earth, Spirit and Harmony) Hinder Running Multimissile Speed Weapon III Enchantment Harmonise Heal Minor Wound

Cult	Charms	Spirits
	Augment Survival Detect Enemies Heal Hurt	Hinder Weapon Repair
Frog Woman	None	𐄣𐄤 Frog Leap (Leap as a Magical Action)
Ghost Darters	𐄣 Augment Bow Augment Weapon (Thrown) Detect Ghost Ghost Shield	𐄣 Ghost Dart Soul Dart
Good Shepherd	None	𐄣 Attach Spirit
Grandfather Baboon	𐄣 Augment Bravery Augment Customs Baboon Augment Healing Augment Leadership and Oratory Augment Perception Augment Persuasion Augment Survival 𐄣 Ghost Shield	𐄣 Detect Baboon Dispel (Man, Plant, Animal and Disorder) Heal Hurt on Man Rune Creature Heal Minor Wound on Man Rune Creature Heal Poison on Man Rune Creature 𐄣 Attach Spirit Bless Cursed Worshipper Command Ghost Detect Ghost Cure Passion Ghost Possession Cure Soul Waste Ghost Possession Dismiss Ghost Dispel (Spirit, Man) Mindspeech Resist Magic Speak to the Dead Summon Passion Ghost
Granny Vo and Uncle	* Augment Customs Ignite	* Boost Bow Heal Hurt Heal Minor Wound Multimissile
Great Rhino	𐄣- 𐄣𐄤 Augment Athletics (Strength, Damage, Stand Firm) Augment Health (Resist Damage) Augment Persuasion (Intimidation) Augment Riding Rhino Augment Weapons When Riding Rhino Charge 𐄣 Augment Axe	𐄣- 𐄣𐄤 Call Rhinos Heal Hurt on Rhino Heal Minor Wound on Rhino Summon Rhino 𐄣 Augment Armour Physical Agent Quake
Hell Witches	● Detect Ghost Ghost Shield ● Augment Persuasion (Intimidation) Dark Wall Night Vision	● Command Hell Demon Cure Fertility Ghost Curse Enemy Dismiss Ghost Dismiss Hell Demon Dispel Enchantment Mind Blast Resist Magic

Cult	Charms	Spirits
		Summon Death Ghost Summon Hell Demon ● Command Darkness Elemental Command Darkness Ghost Dismiss Darkness Elemental Enchantment Fear Hinder Bravery Summon Darkness Elemental Summon Darkness Ghost
Helpwoman	✕ Augment Arts (Dancing) Augment Gymnastics (Balancing, Tumbling) Augment Health Augment Persuasion (Seduction) Augment Survival (Gathering) Detect Life III Augment Customs Augment Healing Augment Persuasion (Reason) Augment Streetwise (Fair Trade) Detect Enemies Heal Hurt Hinder Weapon Repair	✕ Cure Chaste Ghost Cure Death Ghost Cure Fertility Ghost Cure Lustful Ghost Dispel (Fertility, Death, Hunger and Disorder) Heal Poison Heal Strength Summon Fertility Ghost Summon Lustful Ghost III Cure Disorder Ghost Cure Harmony Ghost Enchantment Harmonise Enchantment Peace Heal Minor Wound Hinder Weapon Summon Harmony Ghost
Hidden Ancestor	☉ Augment Bow (Attack) Enchantment Dazzle Elemental Weapon Fire Farsee Heat Ignite Light Light Wall Warm ☉ Augment Arts Augment Gymnastics (Balance, Dodge) Augment Leadership and Oratory Augment Perception Augment Persuasion (Fast Talk, Reason) Augment Spear Augment Stealth Augment Sword Detect Illusion Detect Magic Detection Blank Enchantment Befuddle Multimissile	☉ Bless Cursed Worshipper Ghost Shield Heal Courage Protection Against Cold Protection Against Fire Survive Cold ☉ Cure Madness Ghost Dispel Ghost Shield Hide Individual Physical Agent Fire Resist Magic Summon Madness Ghost (Kind)
Horned Man	⌘	⌘

Cult	Charms	Spirits
	Detect Ghost Ghost Shield Detect Magic	Attach Spirit Bless Cursed Person Command Ghost Cure (Type) Ghost Possession Dismiss Ghost Mindspeech Summon Ghost (Type) Dispel Resist Magic
Hsuncheon Spirit Tradition	Augment Craft (Flintknapping) Augment Craft (Leatherworking) Augment Customs – Hsuncheon Augment Healing (First Aid) Augment Healing (Treat Poison) Augment Health (Endurance) Augment Health (Resist Poison) Augment Unarmed	None
Inora	None	Change Environment Snow
Jajagappa	Augment Customs Augment Healing Augment Leadership and Oratory (Persuasive Speech) Detect Enemies Enchantment Harmonise Heal Hurt Repair Augment Persuasion (Intimidation) Detect Ghost Ghost Shield	Bless Cursed Worshipper Cure Disorder Ghost Cure Harmony Ghost Heal Minor Wound Hinder Weapon Summon Harmony Ghost Attach Spirit Command Ghost Cure Chaos Ghost Possession Cure Madness Ghost Possession Cure Passion Ghost Possession Dismiss Ghost Dispel Enchantment Fear Mindspeech Resist Magic Summon Ghost Dog (Possession Ghost)
Jajaloring Spirit Tradition	Augment Craft (Leatherworking) Augment Craft (Woodworking) Augment Customs – Jajaloring Augment Gymnastics (Dodge) Augment Healing (First Aid) Augment Healing (Treat Poison) Augment Healing (Treat Disease) Augment Health (Endurance) Augment Health (Resist Damage) Augment Health (Resist Disease) Augment Health (Resist Poison) Augment Perception (Spot Ambush) Augment Perception (Understand Motives) Augment Stealth (Sneaking)	None

Cult	Charms	Spirits
	Augment Survival (Tracking) Augment Unarmed	
Jakaleel the Witch	● Augment Customs Augment Healing, Augment Leadership and Augment Persuasion (Intimidation) Augment Persuasion (Fast Talk) Detect Enemies Detect Ghost Ghost Shield Enchantment Harmonise Heal Hurt Hinder Weapon Enchantment Peace Repair ✂ Augment Persuasion (Intimidation) Detect Ghost Ghost Shield	● Bless Cursed Lunar Worshipper Command Lune Cure Disorder Ghost Possession Cure Harmony Ghost Possession Dismiss Ghost Dismiss Lune Dispel Enchantment Fear Heal Courage Heal Mind Mindspeech Resist Magic Summon Harmony Ghost Summon Lune ✂ Attach Spirit Command Ghost Cure Chaos Ghost Possession Cure Disease Ghost Possession (Kind not Plague) Cure Madness Ghost Possession Cure Passion Ghost Possession Dismiss Ghost Dispel Enchantment Fear Mindspeech Resist Magic Summon Madness Ghost Summon Passion Ghost
Kolat Spirit Tradition	6 Augment Athletics (Jumping) Augment Gymnastics (Dodge) Augment Gymnastics (High Jump) Augment Persuasion (Fast Talk) Augment Unarmed ✂ Augment Healing (Treat Disease) Augment Perception (Spot Ambush)	None
Kygor Litor Spirit Tradition	✂ Augment Arts (Drumming) Augment Bravery (Face Chaos) ● Augment Stealth (Sneaking) Augment Stealth (Hiding) ✂ Augment Athletics (Stand Firm) Augment Athletics (Strength) Augment Athletics (Damage) Augment Craft (Leatherworking) Augment Customs – Uz Augment Healing (First Aid) Augment Health (Endurance) Augment Health (Resist Damage)	None

Cult	Charms	Spirits
	Augment Unarmed	
Lady Land	None	☐ Command Earth Elemental Dismiss Earth Elemental Dispel Earth Physical Agent Stones Fly Summon Earth Elemental Earth Wall
Liege Light	None	⊙ Command Fire Elemental Dismiss Fire Elemental Dispel Fire Physical Agent Fire Summon Fire Elemental Fire Wall
Lightning Boy	None	⚡⚡ Physical Agent Lightning
Lunar Spirit Tradition	Augment Arts (Dancing) Augment Bravery Augment Gymnastics (Balancing) Augment Gymnastics (Dancing) Augment Healing (Treat Disease) Augment Health (Endurance) Augment Perception (Understand Motives) Augment Persuasion (Reason) Augment Stealth (Hiding) Augment Stealth (Sneaking)	None
Mallia	● Augment Persuasion (Intimidation) Augment Stealth Detect Enemies Night Vision Silence † Detect Life Ghost Shield Hinder Health Sneeze ☹ Augment Health Enchantment Disrupt	● Carry Disease Detection Blank Infect Source Protection Against Earth † Command Disease Ghost Cure Death Ghost Cure Disease Ghost (Kind) Cure Fertility Ghost Curse Births Curse Crops Dismiss Disease Ghost Summon Death Ghost Summon Disease Ghost (Kind) ☹ Dispel Heal Hurt Poison
Mistress Calm	None	ⓂIII Change Environment Stillness
Mistress Moon	None	🌙 Command Lune Dismiss Lune Dispel Glamour Physical Agent New Fire

Cult	Charms	Spirits
		Summon Lune
Monkey King	 Augment Athletics (Climbing, Jumping) Augment Gymnastics Augment Survival (Gathering) Augment Unarmed Teeth  Augment Customs - Baboon Augment Health Augment Persuasion Detect Man Rune Creature  Augment Gymnastics (Dodge) Augment Persuasion (Fast Talk) Augment Streetwise (Crooked Trade) Detect Traps Enchantment Disrupt	 Command Baboon Heal Hurt on Baboon Heal Minor Wound on Baboon Heal Poison on Baboon  Dispel (Man, Plant, Animal and Disorder) Heal Hurt on Man Rune Creature  Enchantment Befuddle Dispel Hinder Gymnastics Hinder Stealth Hinder Weapon Multimissile Shatter
Morning Star	None	 Aurora
Oakfed	 Elemental Weapon Fire	 Physical Agent Fire Command Oakfed Summon Oakfed  Command Disorder Spirit Cure Disorder Spirit Cure Harmony Spirit Disorder  Summon Disorder Spirit
Ostrich Mother	 Augment Throwstick (Attack) Augment Perception Detect Gold Farsee Heat Ignite Light Multimissile Warm  Augment Gymnastics (Dodge) Augment Riding Ostrich Augment Weapons When Riding Ostrich Ostrich Mobility When Riding Ostrich  Augment Axe Augment Healing Augment Survival	 Dispel (Fire/Sky, Darkness, Illusion and Hunger) Enchantment Dazzle Ghost Shield Heal Courage Protection Against Cold Protection Against Fire Survive Cold  Call Ostriches Bless Ostrich Command Ostrich Dismiss Ostrich Heal Hurt on Ostrich Heal Minor Wound on Ostrich Heal Poison on Ostrich Summon Ostrich  Dispel (Earth, Air, Mastery and Hunger) Heal Hurt Protection Against Air
Pole Star	None	 Captain Souls
Praxian Spirit Tradition	 Augment Athletics (Strength)	None

Cult	Charms	Spirits
	Augment Craft (Flintknapping) Augment Craft (Leatherworking) Augment Gymnastics (Dodge) Augment Healing (First Aid) Augment Health (Endurance) Augment Health (Resist Poison) Augment Perception (Spot Ambush) Augment Persuasion (Intimidation) Augment Stealth (Ambushing) Augment Stealth (Sneaking) Augment Stealth (Hiding) ▼ Augment Customs – Praxian Augment Craft (Leatherwork) Augment Survival (Tracking) Augment Unarmed	
Pure Horse Founder	▼-↯ Augment Riding (Horse) Augment Weapon when Mounted Mobility on Horse	▼-↯ Bless Horse Call Horses Command Horse Heal Hurt on Horse Heal Hurt on Horse Heal Minor Wound on Horse Heal Poison on Horse Heal Poison on Horse Speed Movement on Horse Summon Horse
Rainbow Girl	None	≡☯ Mindbridge
Raven	None	∴▼-↯ Hide Object
Red School of Masks	● Augment Persuasion (Intimidation) Detect Enemies Detect Ghost Ghost Shield Enchantment Harmonise	● Bless Cursed Worshipper Command Ghost Command Lune Cure Chaos Ghost Possession Cure Madness Ghost Possession Cure Passion Ghost Possession Dismiss Ghost or Lune Dispel Enchantment Fear Heal Courage Heal Mind Mindspeech Resist Magic Summon Lune Summon Madness Ghost Summon Passion Ghost
River Horse	None	≡᳚ Ride River Horse
Ronance	None	∞᳚ Point to Oasis
Serkos	▼-᳚ Augment Athletics (Damage, Strength, Climbing, Stand Firm) Augment Health (Resist Damage)	▼-᳚ Bless Bear Command Bear Heal Hurt on Bear

Cult	Charms	Spirits
	Augment Running Augment Survival Claws Olfaction Teeth Thick Fur	Heal Minor Wound on Bear Heal Poison on Bear Hibernate Summon Bear Transform Into Bear Survive Cold
Serpent Dancers	Augment Arts (Dance) Augment Unarmed Detect Water Extinguish Hinder Bow Hinder Running Hinder Spear	Command Ghost Dismiss Ghost Dispel (Water, Fire/Sky, Stasis and Power) Fanaticism Ghost Shield Resist Magic Summon Passion Ghost
Seven Spirit Moons Full Moon	Augment Arts (Kind) Augment Gymnastics (Balance, Dance) Augment Knowledge (Kind) Augment Leadership and Oratory (Persuasive Speech) Augment Perception (Sense Motives) Augment Persuasion (Reason) Detect Illusion Detect Lie Detect Magic	Bless Cursed Person Cure Hatred Ghost Possession Cure Illusion Ghost Possession Cure Madness Ghost Possession Cure Truth Ghost Possession Dispel Ghost Shield Heal Courage Heal Hurt Heal Mind
Seven Spirit Moons Empty Half Moon	Augment Gymnastics (Balance, Dodge) Augment Sword (Attack) Augment Persuasion (Intimidation) Augment Sword Damage Boost Sword Detect Enemies Ghost Shield Hinder Armour Hinder Health	Command Death Ghost Cure Death Ghost Possession Cure Fertility Ghost Possession Curse Births Curse Crops Curse Enemy Dismiss Ghost Dispel Enchantment Fear Hinder Bravery Speed Weapon Summon Death Ghost
Seven Spirit Moons Full Half Moon	Augment Athletics (Jumping) Augment Gymnastics Augment Movement Augment Perception Augment Stealth Farsee Hinder Mace Hinder Stealth Ignite Light Light Wall Mobility Warm	Bless Cursed Person Cure Ghost Possession Change Environment Light Dispel (Moon, Fire/Sky, Darkness, Illusion and Hunger) Escape From Harm Ghost Shield Heal Courage Protection Against Cold Protection Against Fire Speed Movement
Seven Spirit Moons Dying Moon	Enchantment Harmonise	Bless Cursed Person Command Harmony Ghost

Cult	Charms	Spirits
		Cure Disorder Ghost Possession Cure Harmony Ghost Possession Cure Madness Ghost Possession Cure Passion Ghost Possession Dismiss Ghost Dispel Enchantment Mind Blast Heal Mind Mindspeech Summon Harmony Ghost Summon Madness (Kind) Ghost Summon Passion (Kind) Ghost
Seven Spirit Moons Crescent Go Moon	① Augment Arts (Dancing) Augment Gymnastics (Balancing, Tumbling) Augment Healing Augment Health Augment Survival Enchantment Peace	① Cure Death Ghost Possession Cure Fertility Ghost Possession Dispel (Earth, Air, Mastery, Hunger, Fertility, Death, Disorder and Moon) Heal Courage Heal Hurt Heal Mind Heal Minor Wound Heal Serious Wound Heal Poison Heal Strength Spirits of Plant Fertility (Bless Crops) Spirits of the Mother (Bless Birth)
Seven Spirit Moons Crescent Come Moon	② Augment Bow (Attack) Augment Perception (Spot Ambush, Spot Trap) Augment Survival (Tracking) Augment Spear (Attack) Enchantment Binding Boost Bow Boost Spear Farsee Mobility	② Attract (Prey Animal) Hinder Running Multimissile Speed Weapon Survive Environment Cold
Seven Winds	③ Augment Spear (Thrown) Chill ㄣ Detect Magic	③ Air Wall Change Environment Cold Change Environment Wind Dispel Air Physical Agent Wind Protection Against Air Survive Environment Cold ㄣ Cure Disease Ghost (Kind not Plague) Possession Cure Possession Ghost Dispel Curse (caused by women) Dismiss Disease Ghost Dismiss Undead Dispel Death Divination (Track Magic Back to Source) Ghost Shield Reflect Magic (any Spirit magic)

Cult	Charms	Spirits
		Resist Magic (any Spirit magic)
Shadow People	● Augment Mace (Attack) Augment Stealth Boost Mace Hinder Axe Hinder Perception Night Vision Silence	● Change Environment Night Dark Wall Dispel (Darkness, Earth, Trade and Truth) Protection Against Earth
Skygazers	⊙ Augment Bow (Attack) Augment Leadership and Oratory (Commanding Speech) Augment Perception Augment Spear Farsee Hinder Mace Hinder Stealth Light	⊙ Dispel (Fire/Sky, Darkness, Illusion and Hunger) Enchantment Dazzle Ghost Shield Light Wall Protection Against Cold Protection Against Fire Survive Cold
Squire Sea	None	⌘ Command Water Elemental Dismiss Water Elemental Dispel Water Physical Agent Water Summon Water Elemental Water Wall
Star Witches	⊙ Augment Perception Detect Ghost Farsee Hinder Stealth Light	⊙ Clairvoyance Command Ghost Dispel (Fire/Sky, Darkness, Illusion and Hunger) Dismiss Ghost Divination Ghost Shield Heal Courage Mind Speech Protection Against Cold Protection Against Fire Survive Cold
Storm Bull	☯ Augment Bravery (Face Chaos) Augment Persuasion (Intimidation) Berserker Detect Chaos Enchantment Disrupt Fanaticism ⚔ Augment Leadership and Oratory (Commanding Speech) Augment Axe Boost Axe	☯ Cure Chaos Ghost Possession Curse Chaos Dismiss Chaos Dismiss Chaos Creature Dispel Chaos Divination (Rooting Out Chaos) Extra Attack Guard From Chaos Heal Chaos on Uroxi Summon Hate Chaos Ghost ⚔ Change Environment Sandstorm Deflect Missile

Cult	Charms	Spirits
Sun Hawk	None	 Clear Sight
Sunset Society	 Augment Persuasion (Intimidation) Augment Stealth Hinder Perception Night Vision Silence	 Change Environment Night Command Hell Demon Command Ghost Cure Enemy Dark Wall Detection Blank Dismiss Hell Demon Dismiss Vampire Ghost Dispel (Darkness, Earth, Trade and Truth) Enchantment Fear Hinder Bravery Summon Hate Horse Ghost Summon Hell Demon Summon Vampire Ghost
Telmor	 Augment Bravery (Follow Leader) Augment Running Augment Survival (Tracking) Olfaction Teeth † Augment Persuasion (Intimidation) Boost Teeth Ghost Shield Hinder Armour Hinder Health	 Call Wolf Bless Wolf Command Wolf Heal Hurt on Wolf Heal Minor Wound on Wolf Heal Poison on Wolf Summon Wolf Transform into Wolf † Command Death Spirit Cure Death Spirit Cure Fertility Spirit Dismiss Animated Tree Dispel (Fertility, Earth, Spirit and Harmony) Enchantment Fear Hinder Bravery Summon Death Spirit
Thed	 Augment Athletics (Damage) Boost Horns Boost Spear Celebrate Suffering Chaotic Boils Chaos Slime Enchantment Disrupt Fanaticism Hinder Armour Hinder Weapon Leap  Augment Persuasion (Intimidation) Detect Ghost Ghost Shield	 Chaotic Madness Chaos Rift Dispel Enchantment Fear Heal Hurt Hinder Health Hinder Running Poison Rebirth of Chaos Reverse Chaos Shatter Sickening Stench  Attach Spirit Command Chaos Ghost Cure Chaos Ghost Possession Curse Enemy Dismiss Ghost Dispel

Cult	Charms	Spirits
		Enchantment Fear Mindspeech Resist Magic Summon Chaos Ghost Summon Hate Life Ghost
Thirstless	 Augment Persuasion (Fast Talk) Detect Water Extinguish Go Without Water Hinder Bow Hinder Running Hinder Spear	 Dispel (Water, Fire/Sky, Stasis and Power) Divination (Discover Water Source)
Thunderbird	None	  Change Environment Rain
Twin Stars Society	 Augment Bow (Attack) Augment Spear Augment Perception Farsee Heat Ignite Light Warm  Augment Athletics (Jumping) Augment Customs Augment Gymnastics Augment Leadership and Oratory Augment Movement Augment Persuasion Augment Stealth Augment Unarmed Augment Weapon (Thrown) Night Vision Speed Movement	 Bless Cursed Worshipper Elemental Weapon Fire Enchantment Dazzle Light Wall Protection Against Cold Protection Against Fire Survive Cold  Charisma Command Movement Spirit Cure Movement Spirit Cure Stasis Spirit Deadly Distraction Detect Enemies Dismiss Darkness Elemental, Fire Elemental or Lune Dispel (Moon, Fire/Sky, Darkness, Illusion and Hunger) Enchantment Befuddle Extra Attack Ghost Shield Heal Courage Mind Link Mindspeech Mobility Multimissile Resist Magic Speak Language Speed Weapon Summon Movement Spirit
Waha	 Augment Persuasion (Intimidation) Boost Tribal Weapons Detect Ghost Detect Life Enchantment Disrupt Speed Weapon 	 Command Death Spirit Curse Births Curse Crops Cure Fertility Spirit Dispel (Fertility, Earth, Spirit and Harmony) Extra Attack Ghost Shield

Cult	Charms	Spirits
	Augment Customs – Praxian Augment Oratory and Leadership (Commanding Speech) Augment Perception Detect Water	Hinder Armour Hinder Bravery Hinder Health Kill Foreigner Summon Death Spirit Summon Hate Horse Spirit 𐌚 Call Tribal Herd Animal Command Earth Elemental Command Water Elemental Command Tribal Herd Animal Dismiss Darkness Elemental Dismiss Fire Elemental Dismiss Ghost Fight Darkness Elemental Fight Uz Fight Fire Elemental Fix Intelligence Guard Against Chaos Protection Against Darkness Protection Against Fire Release Intelligence Resist Magic Summon Earth Elemental
White Bull Brotherhood	𐌚 Augment Athletics (Jumping) Augment Gymnastics Augment Movement Augment Weapon (Thrown) Mobility Multimissile	𐌚 Dispel (Stasis, Movement) Extra Attack Speed Movement Speed Weapon
Xentha – Night Woman	None	𐌚 Change Environment Night
Yelorna	𐌚 Augment Bow (Attack) Augment Mounted Bow (Attack) Augment Leadership and Oratory (Commanding Speech) Augment Perception Augment Spear Augment Mounted Spear (Attack) Augment Ride (Unicorn) Detect Gold Elemental Weapon Fire Farsee Hinder Mace Hinder Stealth Ignite Light Resist Temptation Survive Cold Warm † Augment Bow Damage Boost Spear	𐌚 Bless Cursed Worshipper Change Environment Light Command Fire Elemental Enchantment Dazzle Dismiss Darkness Elemental or Fire Elemental Dispel (Fire/Sky, Darkness, Illusion and Hunger) Enchant Gold Ghost Shield Heal Courage Light Wall Multimissile Protection Against Cold Protection Against Fire Shooting Star Silver Track Star Wards † Cure Death Spirit

Cult	Charms	Spirits
	Enchantment Disrupt	Cure Fertility Spirit Dismiss Animated Tree, Ghost or Undead Dispel (Fertility, Earth, Spirit and Harmony) Extra Attack Speed Weapon
Zebra Founder	 Augment Riding (Zebra) Augment Weapon when Mounted Mobility on Zebra	 Bless Zebra Call Zebras Cure Hate Horse Spirit Command Zebra Heal Hurt on Zebra Heal Hurt on Zebra Heal Minor Wound on Zebra Heal Poison on Zebra Heal Poison on Zebra Speed Movement on Zebra Summon Zebra
Zong	 Augment Persuasion (Intimidation) Augment Sling Damage Boost Sling Detect Life Enchantment Disrupt  Augment Customs - Uz Augment Healing Augment Stealth Augment Survival (Tracking) Heal Hurt	 Attract (Prey Animal) Dispel (Fertility, Earth, Spirit and Harmony) Hinder Health Speed Weapon  Enchantment Harmonise Heal Minor Wound Mind Link Enchantment Peace Repair

Grimoires of Sorcery Schools

The following are special grimoires of the sorcery schools listed.

Black Arkat	The Lead Grimoire ● Change Environment Darkness Change Environment Night Chill Cool Command Darkness Elemental Command Spider Dark Wall Detect Chaos Detect Lead Dismiss Darkness Elemental Enchant Lead Night Vision Shape Lead Solidify Darkness ◡ Summon Darkness Elemental View From Shadow Y The Hephrones Texts 𐌹 Command Ghost	●◡
-------------	---	----

	Dispel Enchantment Drain Enhance Ghost Ghost Shield Protective Circle ◡ Reflect Magic Summon Possession Ghost Tap	
Dormal	The Seven Voyages of Dormal ✎ Float Opening Ritual Divination (Predict Weather) Divination (Recognise Sea Hazards) Sail West Speedy Current Strengthen Sail Weaken Winds Wakata's Food ✎ Attract Fish Dismiss Sea Daemon Dismiss Sea Creatures Dismiss Sea Monster Dismiss Sea Ghost	†✎
Flintnail	Secrets of Stone ◡ Animate Statue Cut Stone Detect Stone (Kind) Repair Stone Shape Stone Shift Stone Support Stonework	◡
Lhankor Mhy	Torval Fragments Δ Analyse Magic Y Dismiss Confusion ∴ Divine Motivation (Perception (Sense Motives) as a Magical Action) Y Identify Otherworld Entity Y Identify Runic Power Y Item Knowledge Y Logical Thinking Y Recognise Otherworld Y Resist Godless Sorcery (Resist Magic – Sorcery not from Lhankor Mhy) R Reveal Secret Y Spell of Summons Truespeak Y	ΔY
Pavis	Master of the Faceless King ◡III – these spells only work in Pavis Animation of the Right Leg (Animate Statue) R Bounty of the Thigh □ Calm of the Shoulder G Calm of the Disordered Stomach I Defence of the Left Arm (Resist Magic – Sorcery) Δ Fertility of the Thigh (Bless City) X Enchantment Harmonise Room Without Doors Sooth the Dyspeptic Stomach ● Stability of the Left Leg ◡	✱

	Support of the Right Arm (Support Stonework) △ Vision of the Eyes ☉ Words of the Head (Mindspeech) † Alchemical Wedding of Lord Pavis III City Harmony Harmonise Air ☿ Harmonise Darkness ● Harmonise Earth ☐ Harmonise Fire ☼ Harmonise Water ♄ Book of the Original Man ✠ Behold Command Citizen of Pavis Charm Mostali Charm Aldryami Heal Hurt on Citizen Heal Minor Wound on Citizen Reproduce With Man Rune Creature Book of Treaties ✠ – only available to Priest of Pavis. Each summons a specific D14 Elemental which is shared between all. It can only be summoned once per week and if destroyed not again until the High Holy Day. Summon Air Elemental Summon Darkness Elemental Summon Fire Elemental Summon Water Elemental Summon Earth Elemental	
--	--	--

Heroic Return

A PC who is an initiate or devotee of a Rune Cult, Ancient Moon Goddess, the lunar goddess or a Lunar New God may return from the otherworld if killed. To do so the character must choose a rune through which the cult is approached and is worth at least D8 and roll its result. If the result is 8+ the character will come back D4 days later with a permanent -1 in the rune used (this can be regained for 4 XP). Note that whilst important NPCs come back from the dead too this is a narrative effect rather than a roll and is a lot less common than this.

Poison

When an individual is poisoned there will be a delay of a certain number of turns before the poison starts to take effect. After this the victim must resist the poison with Health (Resist Poison) at the start of each turn until the poison has had its ultimate effect, the poison has suffered a major or minor defeat (and hence stopped working) or be cured in some other way. On a Draw the poison doesn't go away but doesn't have any other effect. The following are examples of typical poisons:

Poison	Poison Value	Minimum Delay	Effect Major Success	Effect Minor Success	Ultimate Effect
Blade Venom or Other Lethal Poison	D6 to D14	3 Turns	2 Hurts. If Disabled no roll on the Wound table instead automatic general Mortal Wound. If survives the Mortal Wound is at P2 to all physical skills and will recover by 1 per week.	Hurt. See Major for other effects.	Mortal Wound

Paralysing Poison	D4 to D20	2 Turns	Poisoned and Paralysed for 2 hours.	Poisoned	Paralysed
-------------------	-----------	---------	-------------------------------------	----------	-----------

Healing

Injuries and status on characters can be healed using the correct magical function. Otherwise mundane healing can help. The following indicates the difficulty of the healing task and assumes the character has suitable healing equipment. It also shows how long is required to perform each task roll. If a healing task is failed then the injury is beyond the character/s skill. Up to three characters can support each other in a healing task.

Injury	Treatment Task (Difficulty)
Disease	Difficulty as the magical resistance of the disease ghost (15 minutes) – victim can use the healer's skill as well on next roll to resist disease.
Mortal Wound	Stabilised: D8 (1 Turn), Disabled Removed: 2D12 (12 Turns), Treated – gain any treated benefits after the listed time. Other recovery time halved: 2D12 (1 hour)
Serious Wound	Disabled: 2D10 (6 Turns), Treated – gain any treated benefits and recovery time halved: 2D10 (15 minutes).
Minor Wound	Disabled: 2D8 (3 Turns), Treated – half recovery time: 2D8 (5 minutes).
Hurt	Treated – each treated hurt will recover after an hour: 2D6 (5 minutes).
Poisoned	Treated – half recovery time: 2D10 (5 minutes).

Training and Practise

To improve a skill characters can use practise and if possible training as well. When receiving training a character can go to a training school if one exists for the skill. It is also possible to receive training from another character who is better than you at a skill (or as good for when moving from Skill 1 to 2). Characters often receive training 'on the job' by working with a more skilled mentor.

Each character can choose up two 2 skills that they are working on improving at a time (either as a teacher or learner). For each a learner must either attend a training school or have a character mentor teaching them as they are learning 'on the job'. A character must have talent (an advantage) to get to Skill 2.

Skill Attempting to Reach	Difficulty	Cost Per Week for Training from a School	Cost Per Week for an Exceptional Teacher	Hours Practise/Day
-1	D10	2L	4L	½
0	D14	3L	6L	1
+1	D18	4L	8L	1.5
+2	D22	5L	10L	2

At the end of every season the character can roll a test of Training vs Difficulty. The difficulty is reduced by 2 for an exceptional teacher (either a PC with the unusual characteristic or paying an exceptional teacher). Results as follows:

- Major failure: no benefit. Any cumulative improvement to the test is lost.
- Failure: test becomes 1 easier next season (cumulative).
- Draw or Success: skill learned.
- Major Success: skill learned and test to learn the next skill level (if continued) is 1 easier (cumulative) next season.

Prices and Wages

Profession	Pay per Day
Labourer, Unskilled worker.	5C.
Skilled Worker, Mercenary, Guard	1L
Supervisor, File Leader, Skilled Mercenary	2L
Master	4L

When buying items or services Poor quality is x ½, Good quality is x3 and Excellent x 5. The minimum base price for good or excellent items is 20L. To get a weapon silvered adds 5L to the price of an arrow, 20L to a JLS, 40L to a dagger, axe or mace, 80L for example.

Weapons marked (B) use bronze where appropriate others are of flint, bone, stone, obsidian and wood.

Weapons and Armour	Cost (L)	Transport, Animals, People	Cost (L)	Food, Accommodation, Domestic Supplies and Health	Cost (L)
Arrow or Bolt (B)	1L	Warhorse	2000	Major Healing	Donation about 20% of Wealth
Arrow or Bolt	5C	War Bison	900	Other Healing	Donation about 5% of Wealth
Battleaxe (B)	25	War Herd Man	200	Preserved food/day.	5C
Battleaxe	7	War High Llama	1500	Prepared food/day.	1
Broadsword (B)	50	War Sable	1000	Food ingredients per day.	2C
Broadsword	25	War Zebra	2200	Animal fodder per day	2C
Club	5C	Cavalry Horse	400	Small House	500
Composite Bow	60	Cavalry Impala	100	Medium House	1000
Crossbow	70	Cavalry Sable	180	Large House	2000
Dagger (B)	20	Cavalry Zebra	430	Mansion	20 000
Dagger	10	Cavalry High Llama	360	Palace	80 000
Two Handed Axe/Rhomphia (B)	30	Riding Horse	200	Tower	5000
Two Handed Axe	17	Trained Herd Man for Litter Work	50	Fort	30 000
Hatchet or Light Axe (B)	15	Riding Bison	160	Castle	50 000
Hatchet or Light Axe	5	Riding High Llama	185	Stay in an inn per day	5C
JLS (B)	15	Riding Impala	60	Rent room per day	2C
JLS	5	Riding Sable	150	Blanket (Hide)	10
Long Thrusting Spear (B)	20	Riding Zebra	220	Blanket (Cloth)	30
Long Thrusting Spear	10	Pack Horse	50	One Man Tent (Hide)	30
Mace (B)	20	Pack Herd Man	20	Three Man Tent (Hide)	80
Mace	4	Pack Bison	40	Five Man Tent	120
Maul (B)	25	Pack High Llama	45	Small bag of Salt	1
Maul	5	Pack Impala	15	Small bag of Local Spices	1
Pike (B)	22	Pack Sable	35	Small bag of Imported Spices	10
Pike	12	Pack Zebra	60	Firestarter	6C
Stave or Self Bow	10	Riding Mule	250	Torch	2C

Weapons and Armour	Cost (L)	Transport, Animals, People	Cost (L)	Food, Accommodation, Domestic Supplies and Health	Cost (L)
Sickle Sword (B)	60	Pack or Cart Mule	100	Lock	25
Kopis (B)	50	Riding Donkey	50	Bronze Pan	15
Shortsword (B)	40	Pack Donkey	25	Bronze Cauldron	80
Shortsword	20	War Animal Tack	50	Clay Bowl	3C
Sling	5C	Riding Animal Tack	30	Clay Jar	1
Throwstick	5C	Pack Animal Tack	20	Lamp (B)	5
Rapier (B)	45	Wagon	80	Lamp	3C
Quarterstaff	1	Cart	40	Candle (Wax)	7C
Quiver	3	Litter	20	Candle (Tallow)	1C
Bowcase	5	Small Reed Boat	25	Pint of Oil	1
Light Armour	30	Small Wooden Boat	50		
Medium Armour	50	Large Reed Boat	75		
Semi-Heavy Armour	140	Large Wooden Boat	100		
Heavy Armour	170	Slave - Adult	200		
Extra Heavy Armour	320	Slave – Young or Old	50		
Small Shield	3				
Small Shield (B)	15				
Large Shield	12				
Large Shield (B)	60				

Equipment, Tools, Instruments and Crafts	Cost (L)	Clothing and Bags	Cost (L)
Scroll	50	Dyes per Batch: Red, Brown, Dull Yellow, Orange, Blue/Green, Green	3
Hammer	8C	Dyes per Batch: Crimson, Purple, Bright Blue, Saffron Yellow	50
Hammer (B)	10	Mordents per Batch	2
Chisel (B)	6	Tunic Linen or Wool	30
Fish Hook	2C	Loincloth Linen or Wool	10
Adze (B)	12	Chiton Linen or Wool	25
Adze	3	Trousers Linen or Wool	35
Saw (B)	10	Underdress Linen or Wool	35
Saw	2	Overdress Linen or Wool	45
Drill (B)	5	Robe (Sleeved) Linen or Wool	60
Drill	1	Loincloth (Praxian) Leather	3
Writing Quill	2C	Vest (Praxian) Leather	8
Pot of Ink	5C	Dress (Praxian) Leather	15
Sheet of Parchment	3	Cloak Wool	30
Sheet of Papyrus	2	Cloak Animal Hide	15
Pick (B)	14	Broad Brimmed Hat	8
Pick	1	Esrolian Bodice	45
Knife (B)	10	Esrolian Skirt	80
Knife	2	Girdle	2

Equipment, Tools, Instruments and Crafts	Cost (L)	Clothing and Bags	Cost (L)
50' rope	3	Belt	5
Grappling Hook (B)	22	Sandals	5
Grappling Hook	3	Slippers – Leather	9
Bagpipes	6	Boots – Leather	20
Cornu	25	Sartarite Woman's Headdress	10
Kithara	20	Veil	5
Lur Horn	30	Cloth or Leather Purse	2
Lyre	15	Belt Pouch	3
Nose Flute	5C	Satchel	9
Reed Pipes	3C	Backpack (Leather)	10
Skin Drum	15	Small Leather Sack	5
		Large Leather Sack	10